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MARVEL AGE
34
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MEET THE NEW JOES!

Stan Lee presents

MARVEL AGE®

Due to the incredible popularity of the **G.I. JOE** action figures and animated TV series, not to mention the great animated TV commercials for the **G.I. JOE** comic book itself, **G.I. JOE** has become one of Marvel's best selling titles! Yet for some strange reason many **G.I. JOE** fans aren't getting into the total Marvel experience and many loyal Marvelites are missing out on all the action and drama found in the pages of **G.I. JOE** every month. Well, we'll just have to do something about that now, won't we? Don't worry, it won't hurt.

First, let me talk directly to all you followers of **G.I. JOE**. Atten-shun! You, there, what's your name?! Louder! I can't hear you! Where you from, boy? You're from where?! Why only two things come from . . . er, never mind that! That's another story! What I want to tell you dogfaces is that you're making a big mistake if you're not checking out some of the other great comics that Marvel outfit keeps paradin' out month after month! If you want a real American hero, then **Captain America** is your man! If it's action you're looking for, be sure to give the **Marvel Coming Attractions** a thorough going over! You'll find everything from **CONAN THE BARBARIAN** to **STAR WARS** and a whole lot more! So before you go racing to page 18 to find out all about the new **Joes**, be sure to review the **Coming Attractions**! That's an order! Dismissed!

As for you dyed-in-the-wool Marvelmaniacs, if you haven't thrilled to the exploits of **G.I. JOE** yet, then you don't know what you're missing. If you think **G.I. JOE** is just another comic book based on a toy, you're dead wrong. Marvel and Hasbro have worked together closely to come up with all new original characters to make this the most exciting comic of its kind ever! **G.I. JOE** is tackling issues torn from today's headlines in a bold and dramatic way. **G.I. JOE** is perhaps the perfect comic for multi-talented **Larry Hama** to write—see page 13 and you'll see why. You owe it to yourself to check out at least one issue! But be warned—you may get hooked for life!

NEXT ISSUE: We've got a real doozy for you! If you ever wondered what it's really like around here in the House of Ideas, then whatever you do, don't miss our "Day in the Life of Marvel!" special issue next month! It's loaded with full-color photos of many of your Bullpen favorites hard at work and some hardly working. And if all that weren't enough, **The Mutant Report** will feature an exclusive sneak preview of the **FIRESTAR Limited Series**! Be there!

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Here is a complete checklist of what's happening in all the Marvel, Epic and Star titles bearing a **February** cover date.

A **Direct Sales** title is available only at selected outlets.
Shipping Date refers to the date the comics leave the printer.
A **Limited Series** is a title which runs only for a specific number of issues.
A **Graphic Novel** is a trade paperback-sized editon.

MARVEL COMING ATTRACTIONS

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X-FACTOR is here! Guess who's back on **DAREDEVIL? The Scarlet Witch** takes the trip of her life! Plus the spectacular finales of **THE NEW DEFENDERS** and **ROM!** And that's just the beginning of the excitement you can expect next month! Don't take a chance on missing out on any of the action! Tell your favorite comics shop owner which titles you want reserved right now!

Titles shipping **October 1**, on sale **October 22.**

☐ **THE THING** #32—The women take over the wrestling ring! But as **The Thing** discovers, *these* lady wrestlers are anything but ordinary! Written by **Mike Carlin,** penciled by **Ron Wilson** and inked by **Dave Simons.** 75¢

☐ **DAREDEVIL** #227—**Frank Miller**'s back and he's not alone! He and the Kingpin return with a bang in a story we had to call "Apocalypse!" Written by **Frank Miller** and art by **David Mazzuchelli.** 75¢.

☐ **THE INCREDIBLE HULK** #316—**The Hulk** is tearing a New Mexico town apart from stem to stern! And nothing **Wonder Man, the Sub-Mariner, Hercules** and **the new Iron Man** can do will stop him! Meanwhile the **She-Hulk** must bring **Bruce Banner** out of his coma! But will doing so destroy his sanity? "Battleground!" is written and drawn by **John Byrne** with an inking assist by **Keith Williams.** 75¢.

☐ **THE AVENGERS** #264—Introducing...the all-new **Yellowjacket,** the most fearsome foe **the Wasp** has ever faced! "Wings and Stings" is written by **Roger Stern,** penciled by **John Buscema** and inked by **Tom Palmer.** 75¢.

☐ **CONAN** #179—Doomsday is coming! Is **Conan** the man who can avert disaster from the gods? A whole city believes he can, that's why he's become their local hero in "The End of All There Is" written by **Jim Owsley,** penciled by **John Buscema** and inked by **Bob Camp.** 75¢.

☐ **MARVEL TALES** #184—"Where Crawls the Lizard" reprinting the classic adventure from **AMAZING SPIDER-MAN** #44 written by **Stan Lee,** penciled by **John Romita** and inked by **Mike Esposito.** 75¢.

☐ **X-Men** #202—**Rachel/Phoenix** is out to kill **the Beyonder**! But he only wants to help her! What will **the Beyonder's** aid mean to **Rachel/Phoenix** and the fate of **the X-Men**? "To Kill the Beyonder" is written by **Chris Claremont,** penciled by **John Romita Jr.** and guest-inked by **Al Williamson.** A **SECRET WARS II** tie-in. 75¢.

☐ **NIGHTCRAWLER (Limited Series)** #4—It's **Nightcrawler** and his friends in a final showdown against **Shagreen** the sorceror and...**Dark Bamf** in a wild Limited Series wrap-up titled "The Wizard of Oops" written and drawn by **Dave Cockrum.** Mando paper. 75¢.

☐ **THE ETERNALS** #5—**Kro** solidifies his power! **The Eternals** face overwhelming enemies! The humans fear for their fate! **The Forgotten One** takes on a critical war! But...where is the power behind the Deviant throne? Where is **Ghaur?** Written by **Peter B. Gillis,** penciled and inked by **Sal Buscema.** Mando paper. 75¢.

☐ **THE PUNISHER (Limited Series)** #2—Is **the Kingpin** dead? **The Punisher** claims he is...because he killed him! For the underworld this means war—not against **the Punisher,** but each other to settle the question of who will be the next crimelord! "Back to the War" is written by **Steven Grant,** penciled by **Mike Zeck** and inked by **John Beatty.** Cover painting by **Mike Zeck** and **Phil Zimmerman.** Mando paper. 75¢.

☐ **MARVEL SAGA** #3—The official linear history of the Marvel Universe continues with the conclusion of the thrilling origin of **Spider-Man** and the complete origins of **the Sub-Mariner** and **Doctor Doom.** All of **Doc's** secrets are revealed! Wraparound cover by **Ron Frenz** and **John Byrne.** Mando paper. $1.00.

☐ **MARVEL PRESS POSTERS** #3—The latest collection of colorful creations to brighten up any wall! **SECRET WARS II** by **Ron Wilson** and **Steve Leialoha, ALIEN LEGION** by **Frank Cirocco, WOLVERINE** by **Rick Leonardi** and **Terry Austin** and **STAR COMICS** by **Warren Kremer.** $3.95 each.

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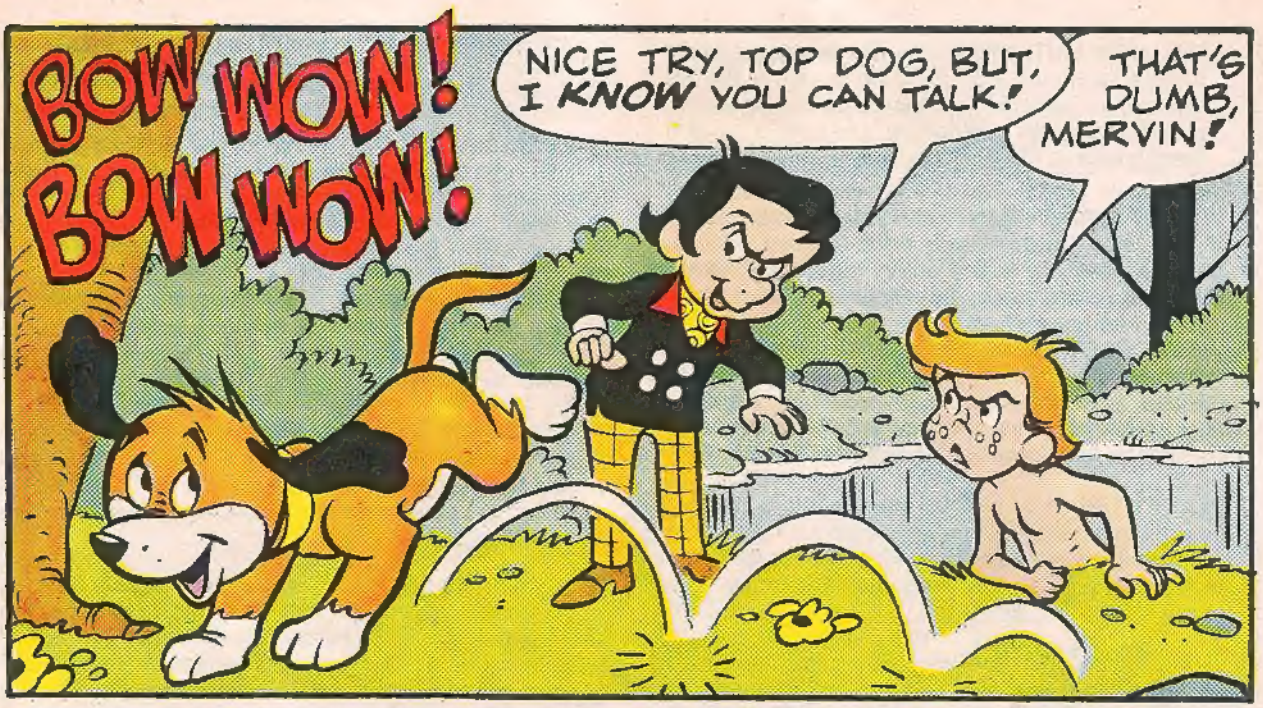
☐ **ROM** #75—Final issue special! The ultimate battle to save Galador from the renegade Spaceknights! **Rom's** humanity hangs in the balance! This is truly "The End" written by **Bill Mantlo,** penciled by **Steve Ditko** and inked by **P. Craig Russell.** 75¢.

☐ **G.I. JOE** #44—Desert maneuvers turn into a no-quarter given firefight between the newest members of **G.I. Joe (Heavy Metal, Crankcase, Bazook** and **Airtight)** and **Cobra's** deadliest forces led by **Destro, the Baroness** and a new **Cobra** force leader! "Improvisations on a Theme!" is written by **Larry Hama,** penciled by **Rod Whigham** and inked by **Andy Mushynsky.** Mando paper. 75¢.

☐ **DREADSTAR** #22—With **Oedi** and **Dr. Delphi** gone, **Dreadstar** and his friends split up! But will this escape attempt work, or leave them even more vulnerable to the Instrumentality? Plus: the origin of **Dr. Delphi** and previously unknown facts about **Willow!** "The Hunted" is written and penciled by **Jim Starlin** and inked by **Sam de la Rosa.** An Epic Comic. Baxter paper. Direct Sales only. $1.50.

Titles shipping **October 22,** on sale **November 12.**

☐ **FANTASTIC FOUR** #287—He's back, the one man the **FF** hoped would never return! But the **FF** have no time for him, because they've got to defend the Latverian em-



bassy from a mysterious villain with incredible powers! "Prisoner of the Flesh" is written and penciled by **John Byrne** and inked by **Joe Sinnott.** 75¢.

☐ **THE INVINCIBLE IRON MAN** #203—With the aid of **Henry Pym, Iron Man** must shrink to the size of an ant to recover his fortune lost in a bank's computer! "The Maze Monster" is written by **Denny O'Neil,** penciled by **Mark Bright** and inked by **Ian Akin** and **Brian Garvey.** 75¢.

☐ **PETER PARKER THE SPECTACULAR SPIDER-MAN** #111—The battle between **Spidey, the Puma** and **the Beyonder** continues in this crossover with both **AMAZING SPIDER-MAN** #273 and **SECRET WARS II** #7! "Power Play" is written by **Peter David,** penciled by **Mark Beacham** and inked by **Brett Breeding.** 65¢.

☐ **THOR** #364—Who will rule Asgard? It appears the choice must be **Loki** because **Thor**'s evil half-brother has transformed the Thunder God into...a frog! Written and drawn by **Walt Simonson.** 75¢.

☐ **THE TRANSFORMERS** #13—**Megatron** returns...as a slave to a small-time mobster! "Shooting Star" is written by **Bob Budiansky,** penciled by **Don Perlin** and inked by **Al Gordon.** Mando paper. 75¢.

☐ **ELFQUEST** #7—The complete story of **Cutter**'s parents! Plus: while **Leetah** still tries to make up her mind about **Cutter,** a natural disaster attacks the Sun village. Written by **Wendy** and **Richard Pini** and drawn by **Wendy Pini.** An Epic Comic. Mando paper. 75¢.

☐ **SECRET WARS II (Limited Series)** #8—**The Beyonder** has fathomed the existence of humanity, now he has made his decision. Mankind must die! Written by **Jim Shooter,** penciled by **Al Milgrom** and inked by **Steve Leialoha.** Mando paper. 75¢

☐ **SIX FROM SIRIUS II (Limited Series)** #1—Wanted for treason: **Jakosa Lone** and his team (aka: **The Six from Sirius**)—dead or alive! Contact the government of the Sirius Swarm. "The Trojan Horse" is written by **Doug Moench** and illustrated with paintings by **Paul Gulacy.** An Epic Comic. Direct Sales only. Danner Paper. For Mature readers. $1.50.

☐ **X-FACTOR** #1—The series that everyone has been talking about is here! **THE ORIGINAL X-MEN** are back! But are they mutant saviors—or mutant slayers? The stunning double-sized debut is titled "Third Genesis" and is written and inked by **Bob Layton** and penciled by **Jackson Guice.** $1.25.

☐ **THE NEW DEFENDERS** #152—**The Interloper** and **the Defenders** take on **Moondragon!** Will even the help of **the Beyonder** be enough? A double-sized final issue that also ties in with **SECRET WARS II!** "The End of All Songs" is written by **Peter B. Gillis,** penciled by **Don Perlin** and inked by **Dell Barras.** Cover painting by **Frank Cirocco.** $1.25.

☐ **DOCTOR WHO** #17—"Tides of Time" parts five and six of the first **Peter (the Doctor) Davison** story written by **Steve Parkhouse** and drawn by **Dave Gibbons.** Plus: "Stardeath," a tale of the Time Lord's origin, and "Devil of the Deep," a tale of 17th Century South America. As if that weren't enough, the conclusion of the **Peter Davison** interview, "Who Knows" information column and the ever popular "Who Cares." Direct sales only. Baxter paper. $1.50.

☐ **ALIEN LEGION** #11—The truce between **the Harkilons** and **the Alien Legion** falls apart when a Legion rescue shuttle arrives with room for just one side. And during the ensuing battle, **the Harkilon Imperial** disguises himself as Legion team member—the question is: which one is he? Written by **Alan Zelenetz,** penciled by **Chris Warner** and inked by **Randy Emberlin.** An Epic Comic. Baxter paper. Direct Sales only. $1.50.

☐ **MARVEL GRAPHIC NOVEL** #21: **GREENBERG THE VAMPIRE**—He's a writer of horror novels who speaks from experience, because he's a vampire! What happens when he develops a writers' block and has to go out to do research? Written by **J. Marc DeMatteis,** and drawn by **Mark Badger.** Danner paper. $6.95.

☐ **THE OFFICIAL MARVEL COMICS INDEX TO MARVEL TEAM-UP** #2—The complete synopses and color cover reproductions of **MARVEL TEAM-UP** #'s 25 through 50. Cover by **Howard Bender.** Compiled by **George Olshevsky.** Direct Sales only. 32 pages. Mando paper. $1.25.

☐ **THE NEW MUTANTS** #36—**The Beyonder** offers **Illyana** salvation. But the price is...**Kitty Pryde!** "Subway to Salvation" is written by **Chris Claremont,** penciled by **Mary Wilshire** and inked by **Bill Sienkiewicz.** A **SECRET WARS II** cross-over. 75¢.

☐ **WEB OF SPIDER-MAN** #11—**Peter Parker**...a hero? That's when **Spider-Man**'s trouble *really* begins in "Vigilante Man" plotted by **Danny Fingeroth,** scripted by **Bill Mantlo** and drawn by **Bob McLeod.** 75¢.

☐ **WEST COAST AVENGERS** #5—**Mockingbird** agrees to help **Tigra** find out why the cat in her is taking over, and the trail leads them to the **Werewolf by Night** and **Michael Morbius.** "Ins and Outs" is by **Steve Englehart,** penciled by **Al Milgron** and inked by **Joe Sinnott.** 75¢.

☐ **PLANET TERRY** #11—If **Vermin the Vile** is **Terry**'s father...then who—and where—is his mother? "So Where's My Mother?" is written by **Dave Manak,** penciled by **Warren Kremer** and inked by **Jacqueline Roettcher.** A Star Comic. 65¢.

☐ **FRAGGLE ROCK** #6—Wanderlust turns very quickly into wander-*lost* for **Gobo** and **Red** when they decide to see the rest of Fraggle Rock and wind up "Exploring the Unknown" written by **Stan Kay** and drawn by **Marie Severin.** A Star Comic. 65¢.

☐ **STRAWBERRY SHORTCAKE** #6—**Raisin Cane** and her evil aunt **Sour Grapes** have a secret weapon to destroy all the happiness in Strawberry Land! Even worse, everyone, including **Strawberry Shortcake,** knows it will work! "Make My Day" is written by **Stan Kay,** penciled by **Howard Post** and inked by **Roberta Edelman.** A Star Comic. 65¢.

I AM SHAYDE... I HAVE BEEN WITH YOU SINCE YOU LEFT GALLIFREY...
...MY PURPOSE IS YOUR PURPOSE. MY MASTERS HAVE INSTRUCTED ME TO ASSIST YOU!

Doctor Who © 1985 British Broadcasting Corporation. All rights reserved.

☐ **THUNDERCATS** #2—It's all-out war on Third Earth as the evil mutants led by **Mumm-Ra** battle the mighty **Thundercats** for control of the planet! "Tears of Sunrise" is written by **David Michelinie,** penciled by **Jim Mooney** and inked by **Brett Breeding.** A Star Comic. 65¢.

☐ **Misty (Limited Series)** #22—Teenage shenanigans go from goofy to bizarre for **Misty** in this special Halloween spectacular! Guest-starring **Millie the Model.** Written and drawn by **Trina Robbins.** A Star Comic. 65¢.

☐ **RED SONJA** #12—The dreaded **Ice Queen** wants to sacrifice **Red Sonja**'s friend to the powers of the Dark! And **Red Sonja** is too far away to stop her! "Descent!" is written by **Louise Simonson,** penciled by **Mary Wilshire** and inked by **Art Nichols.** 75¢.

☐ **SQUADRON SUPREME** #6—Three members resign—six new members join! As if this weren't enough, **the Squadron** gets a new headquarters like none you've ever seen before! "The Inner Circle" is written by **Mark Gruenwald,** guest-penciled by **Paul Ryan** and inked by **Sam de la Rosa.** Mando paper. 75¢.

☐ **CONAN ANNUAL** #10—The castle of **Athmet** is built on "scorched earth," and it's up to **Conan** and his Turanian troops to discover what that means before it's too late in "Scorched Earth" written by **Jim Owsley** and drawn by **Ernie Chan.** $1.25.

☐ **THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION** #3—From **Cloak** through **Doctor Strange,** everything you ever wanted to know about your favorite super heroes and villains—and more! Wraparound cover by **John Byrne** and **Joe Rubinstein.** Mando paper. 64 pages. $1.50.

Titles shipping **October 8,** on sale **October 29.**

☐ **THE AMAZING SPIDER-MAN** #273—**The Puma** wants to kill **the Beyonder.** But will **Spidey** let him? "To Battle the Beyonder" is written by **Tom DeFalco,** penciled by **Ron Frenz** and inked by **Joe Rubinstein.** A cross-over with **SECRET WARS II** and **PETER PARKER THE SPECTACULAR SPIDER-MAN** #111. 75¢.

☐ **CAPTAIN AMERICA** #314—**Nighthawk** from **the Squadron Supreme** journeys to Earth to get help from **the Avengers.** Unfortunately, he's been followed! "Asylum" is written by **Mark Gruenwald,** penciled by **Paul Neary** and inked by **Dennis Janke.** 75¢.

☐ **MICRONAUTS** #17—**Solitar Scion** and the secrets of the Microverse revealed! Written by **Peter B. Gillis,** penciled by **Kelly Jones** and inked by **Danny Bulanadi.** 75¢.

☐ **ALPHA FLIGHT** #31—**Puck** is forced to make the most difficult decision of his life! Should he save **Heather** or kill **Alpha Flight**'s greatest foe, **Deadly Ernest!** He can't do both! "The Grateful Dead" is written by **Bill Mantlo,** penciled by **Mike Mignola** and inked by **Gerry Talaoc.** Cover by **Mignola.** 75¢.

☐ **WALLY THE WIZARD** #11—**Sir Evilus** wants to marry the beautiful **Princess Penelope.** If he must destroy the

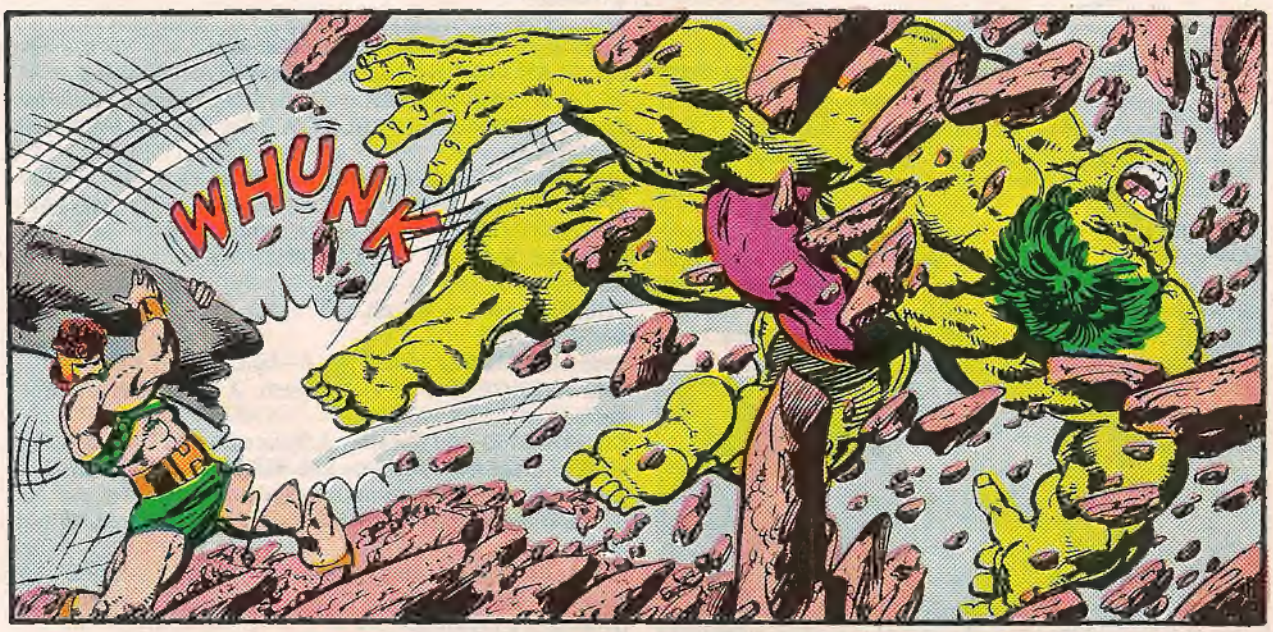
kingdom before that happens, so be it! "Siege" is written and penciled by **Ben Brown** and inked by **Vince Colletta.** Plus: learn another amazing trick in "Wally's Magic Page!" A Star Comic. 65¢.

☐ **TOP DOG (Limited Series)** #6—Will **Top Dog** talk? If super-rich **Melvin Megabucks** has his way, **Top Dog** will be singing like a canary in "Frank 'n' Stein" written by **Lennie Herman,** penciled by **Warren Kremer** and inked by **Jacqueline Roettcher.** A Star Comic. 65¢.

☐ **HEATHCLIFF** #6—When **Santa**'s sleigh breaks down, who leaps in to help? **Heathcliff!** That and much, much more in this special Christmas issue! "Here Comes Santa Claus" is written by **Angelo DeCesare,** penciled by **Warren Kremer** and inked by **Jacqueline Roettcher.** A Star Comic. 65¢.

☐ **LONGSHOT (Limited Series)** #6—**Longshot** discovers why he's on Earth! He must team up with **Doctor Strange** to stop **Mojo** from destroying the planet! All we can say is that no **Limited Series** *ever* ended like this! "A Snake Coils..." is a special double-sized saga written by **Ann Nocenti,** penciled by **Art Adams** and inked by **Whilce Portacio.** Mando paper. 48 pages. $1.25.

☐ **POWER PACK** #19—With their mother in the hospital, **Katie** decides that the Power family needs something to cheer themselves up—a Thanksgiving party! Wait until you see the guest list: **Beta Ray Bill, Cloak** and **Dagger, Wolverine, Kitty** and **Leach!** This double-sized blow-out is called "Guess Who's Coming to Dinner?" is written by **Louise Simonson,** penciled by **Brent Anderson** and inked by **Bob Wiacek.** 48 pages. $1.25.



☐ **DOCTOR STRANGE** #75—**Wong**'s past revealed! But there's even more of a shock in store for **Doctor Strange** and **Sarah** when they meet the troubled **Topaz!** "Poor Soul" is guest-scripted by **Peter B. Gillis,** penciled and inked by **Mark Badger.** 75¢.

☐ **GROO THE WANDERER** #12—**Groo** meets a group of thespians, and becomes the greatest actor in the theatrical world, with his award winning performance as an inept barbarian who accidentally stabs people! And don't forget to look for the hidden message! By **Sergio Aragones,** with help from **Mark Evanier.** An Epic Comic. Mando paper. 75¢.

☐ **THE VISION AND SCARLET WITCH (Limited Series)** #5—**Wanda** journeys to the Land of the Dead to stop **Samhain!** And will this affect the soul of her unborn child? With some of the strangest guest appearances ever by **Dark Phoenix, Zemo, Thornn, Egghead, Korvac, Dracula, Whizzer, Miss America, Agatha Harkness** and **Wanda**'s mother! "All Hallows' Eve" is written by **Steve Englehart,** penciled by **Richard Howell** and inked by **Jack Abel.** Mando paper. 75¢.

☐ **THE OFFICIAL MARVEL COMICS INDEX TO THE FANTASTIC FOUR** #3—The complete story synopses and color cover reproductions of **FANTASTIC FOUR** #'s 19 through 30, and Annuals #'s 2 and 3. Plus a wrap-around cover by **Keith Pollard.** Compiled by **George Olshevsky.** Mando paper. $1.25.

☐ **SAVAGE SWORD OF CONAN** #120—A female commoner enlists **Conan** in a desperate mission to save her boyfriend. But the girl is no commoner, the young man is not just a "friend," and the mission turns out to be more than just a rescue in "Star of Thamazhu" written by **Larry Yakata** and drawn by **Pablo Marcos.** A Marvel Magazine. For Mature Readers. $1.50.

☐ **THE SISTERHOOD OF STEEL** #7—**Boronwë** goes on trial for treason! Plus: the truth on how **Lanna** lost her arm and how **Vanalis** received her scar! "Vows and Vengeances" is written by **Christy Marx** and drawn by **Mike Vosburg.** An Epic Comic. Baxter paper. For Mature Readers. Direct Sales only. $1.50.

☐ **THE BOZZ CHRONICLES** #1—He's an alien from an advanced world stranded in Victorian England! What happens next is the formation of the most atypical detective agency merrie ol' England has ever seen! Written by **David Michelinie** and drawn by **Brett Blevins.** An Epic Comic. Direct Sales Only. Baxter paper. For Mature Readers. $1.50.

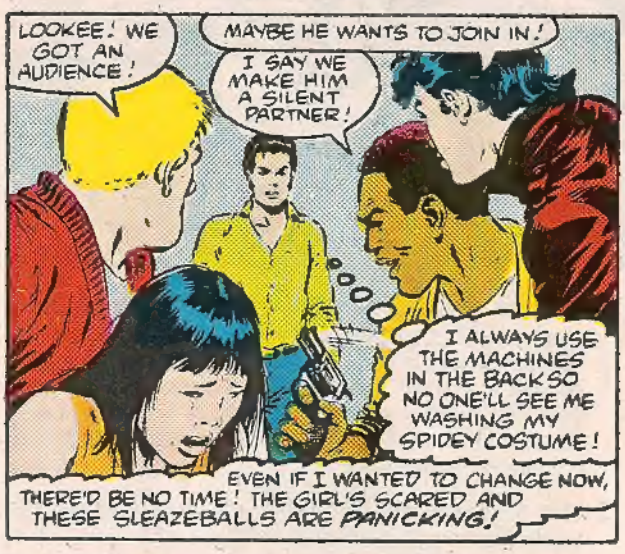
Titles shipping **October 15,** on sale **November 5.**

☐ **MARVEL AGE MAGAZINE** #35—What really goes on in the House of Ideas? Now you can find out in "A Day in the Life of Mavel!" Plus: A special Mutant Report on the **Firestar Limited Series** and all your favorite features! Direct Sales only. Mando paper. 35¢ Cheap.

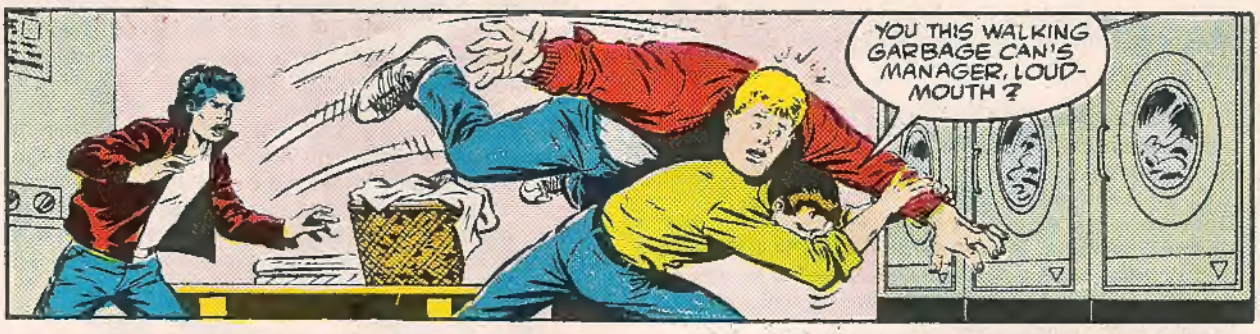
MORE COMING ATTRACTIONS

Titles shipping in **November.**

THE THING #33—by **Carlin** and **Wilson**
DAREDEVIL #228—by **Miller** and **Mazzuchelli.**
THE NEW MUTANTS #37—by **Claremont, Wilshire** and **Sienkiewicz.**
WEB OF SPIDER-MAN #12—by **David** and **McLeod.**


LOOKEE! WE GOT AN AUDIENCE!
MAYBE HE WANTS TO JOIN IN!
I SAY WE MAKE HIM A SILENT PARTNER!
I ALWAYS USE THE MACHINES IN THE BACK SO NO ONE'LL SEE ME WASHING MY SPIDEY COSTUME!
EVEN IF I WANTED TO CHANGE NOW, THERE'D BE NO TIME! THE GIRL'S SCARED AND THESE SLEAZEBALLS ARE PANICKING!

CONAN THE KING #33—by **Kraar** and **Docherty.**
THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #4—compiled by **Olshevsky.**
SWORDS OF THE SWASHBUCKLERS #5—by **Mantlo** and **Guice.**
MOONSHADOW #6—by **DeMatteis** and **Muth.**
THE AMAZING SPIDER-MAN #274—by **DeFalco, Frenz** and **Rubinstein.**
CAPTAIN AMERICA #315—by **Gruenwald, Neary** and **Janke.**
POWER PACK #20—by **L. Simonson, Anderson** and **Wiacek.**
THE MICRONAUTS #18—by **Gillis, Jones** and **Bulanadi.**
ALPHA FLIGHT #32—by **Mantlo, Mignola** and **Talaoc.**
WALLY THE WIZARD #12—by **Post, Arr, Green, Brown** and **Colletta.**
EWOKS #6
THE FURTHER ADVENTURES OF INDIANA JONES #34—by **L. Grant, Ditko** and **Bulanadi.**
DAZZLER #42—by **Goodwin, Chadwick** and **Guice.**
GROO THE WANDERER #13—by **Aragonés** with **Evanier.**
THE VISION AND SCARLET WITCH #6—by **Englehart** and **Howell.**
FIRESTAR #1—by **DeFalco** and **Wilshire.**
THE OFFICIAL MARVEL COMICS INDEX TO THE FANTASTIC FOUR #4—compiled by **Olshevsky.**
SAVAGE SWORD OF CONAN #121—by **Yakata** and **Nebres.**
THE ONE #4—by **Veitch.**
MARVEL AGE #36.
THE INCREDIBLE HULK #317—by **Byrne.**
THE AVENGERS #265—by **Stern, J. Buscema** and **Palmer.**
CONAN #180—by **Owsley, J. Buscema** and **Camp.**
MARVEL TALES #185—by **Lee, Romita** and **Esposito.**
X-MEN #203—by **Claremont** and **Romita Jr.**
POWER MAN AND IRON FIST #122—by **Owsley, Bright** and **Acerno.**
ROYAL ROY #6
MUPPET BABIES #6
GET ALONG GANG #6
THE SWORD OF SOLOMON KANE #4—by **Macchio** and **Breeding.**
G.I. JOE #45—by **Hama, Whigham** and **Mushynsky.**
THE ETERNALS #6—by **Gillis, S. Buscema.**
THE PUNISHER #3—by **S. Grant, Zeck** and **Beatty.**
BALDER THE BRAVE #3—by **W. Simonson** and **S. Buscema.**
MARVEL SAGA #4—by **Sanderson.**
MARVEL FANFARE #25—**WEIRDWORLD** by **Moench, Broderick** and **Breeding.**



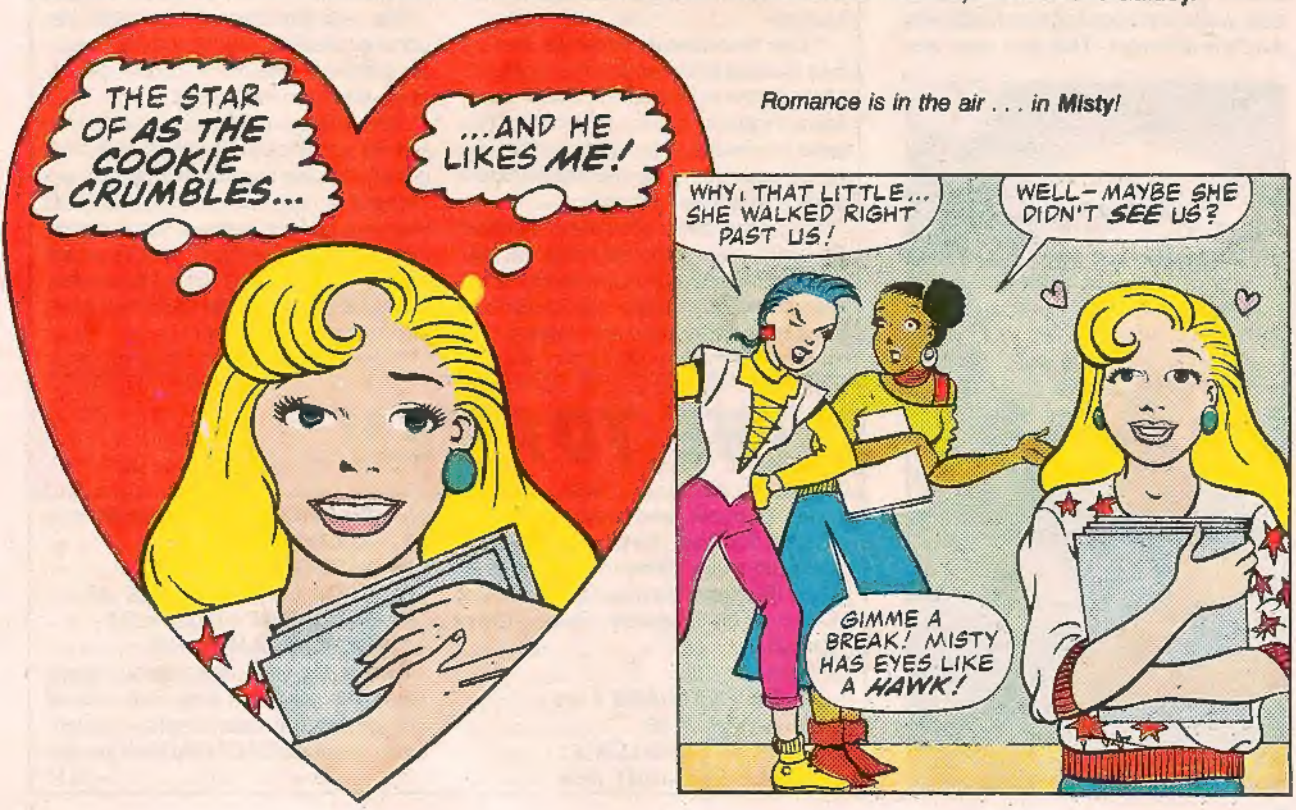
WEST COAST AVENGERS #6—by **Englehart, Milgrom** and **Sinnott.**
PLANET TERRY #12
PETER PORKER THE SPECTACULAR SPIDER-HAM #6
CLOAK AND DAGGER #5—by **Mantlo, Leonardi** and **Austin.**
SQUADRON SUPREME #7—by **Gruenwald, John Buscema** and **de la Rosa.**
MARVEL GRAPHIC NOVEL #22: **DOCTOR STRANGE FANTASTIC FOUR** #288—by **Byrne.**
THE INVINCIBLE IRON MAN #204—by **O'Neil, Bright, Akin** and **Garvey.**
PETER PARKER THE SPECTACULAR SPIDER-MAN #112—by **David, Beachum** and **Breeding.**
STAR WARS #104—by **Duffy, Martin** and **Adams.**

THOR #365—by **W. Simonson.**
X-FACTOR #2—by **Layton** and **Guice.**
CARE BEARS #3
THE TRANSFORMERS #14—by **Budiansky, Perlin** and **de la Rosa.**
ELFQUEST #8—by **W. and R. Pini.**
SECRET WARS II #9—by **Shooter, Milgrom** and **Letatoha.**
SECTAURS #5—by **Mantlo, Geiger** and **Del Beato.**
THE OFFICIAL MARVEL COMICS INDEX TO MARVEL TEAM-UP #3—compiled by **Olshevsky.**
DOCTOR WHO #18—by **Parkhouse** and **Gibbons.**
SIX FROM SIRIUS II #2—by **Moench** and **Gulacy.**
COYOTE #16—by **Englehart, Truog** and **Springer.**
SAVAGE TALES #3
TIMESPIRITS #8—by **Perry** and **Yeates.**
EPIC ILLUSTRATED #34

Titles shipping in **December.**

THE THING #34—by **Carlin** and **Wilson.**
DAREDEVIL #229—by **Miller** and **Mazzuchelli.**
THE NEW MUTANTS #38—by **Claremont, Wilshire** and **Sienkiewicz.**
WEB OF SPIDER-MAN #13—by **David, Harris** and **Baker.**
WEST COAST AVENGERS #7—by **Englehart, Milgrom** and **Sinnott.**
FRAGGLE ROCK #7
STRAWBERRY SHORTCAKE #7
THUNDERCATS #3—by **Michelinie, Mooney** and **Breeding.**
MISTY #3—by **Robbins.**
SQUADRON SUPREME #8—by **Gruenwald, Hall** and **de la Rosa.**
THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #5
THE AMAZING SPIDER-MAN #275—by **DeFalco, Frenz** and **Rubinstein.**
CAPTAIN AMERICA #316—by **Gruenwald, Neary** and **Janke.**
POWER PACK #21—by **Simonson, Anderson** and **Wiacek.**
THE MICRONAUTS #19—by **Gillis, Jones** and **Bulanadi.**

ALPHA FLIGHT #33—by **Mantlo, Mignola** and **Talaoc.**
TOP DOG #7
DOCTOR STRANGE #76—by **Stern.**
GROO THE WANDERER #14—by **Aragonès** with **Evanier.**
THE VISION AND SCARLET WITCH #7—by **Englehart** and **Howell.**
FIRESTAR #2—by **DeFalco** and **Wilshire.**
THE OFFICIAL MARVEL COMICS INDEX TO THE FANTASTIC FOUR #5—compiled by **Olshevsky.**
SAVAGE SWORD OF CONAN #122—by **Yakata** and **Marcos.**
THE SISTERHOOD OF STEEL #8—by **Marx** and **Vosburg.**
BOZZ CHRONICLES #2—by **Michelinie** and **Blevins.**
MARVEL GRAPHIC NOVEL #23: **MIRROR, MIRROR**
MARVEL AGE #37
THE INCREDIBLE HULK #31—by **Byrne.**
THE AVENGERS #266—by **Stern, J. Buscema** and **Palmer.**
CONAN #181—by **Owsley, J. Buscema** and **Palmer.**
MARVEL TALES #186—by **Lee, Romita** and **Esposito.**
X-MEN #204—by **Claremont** and **Romita Jr.**
G.I. JOE #46—by **Hama, Whigham** and **Mushynsky.**
THE ETERNALS #7—by **Gillis** and **S. Buscema.**
THE PUNISHER #4—by **S. Grant** and **Badger.**
MARVEL SAGA #5—by **Sanderson.**
DREADSTAR #23—by **Starlin** and **de la Rosa.**
FANTASTIC FOUR #289—by **Byrne.**
THE INVINCIBLE IRON MAN #205—by **O'Neil, Bright, Akin** and **Garvey.**
PETER PARKER THE SPECTACULAR SPIDER-MAN #113—by **David** and **Von Eden.**
THOR #366—by **W. Simonson.**
X-FACTOR #3—by **Layton** and **Guice.**
THE TRANSFORMERS #15—by **Budiansky, Perlin** and **de la Rosa.**
ELFQUEST #9—by **W.** and **R. Pini.**
THE OFFICIAL MARVEL COMICS INDEX TO MARVEL TEAM-UP #4—compiled by **Olshevsky.**
DOCTOR WHO #19—by **Parkhouse** and **Gibbons.**
ALIEN LEGION #12—by **Zelenetz, Stroman** and **Emberlin.**
SIX FROM SIRIUS II #3—by **Moench** and **Gulacy.**


THE STAR OF AS THE COOKIE CRUMBLES...
...AND HE LIKES ME!
WHY, THAT LITTLE... SHE WALKED RIGHT PAST US!
WELL—MAYBE SHE DIDN'T SEE US?
GIMME A BREAK! MISTY HAS EYES LIKE A HAWK!

Romance is in the air . . . in **Misty!**

NEWSWATCH

Straight poop on the price increase! New posters! And it's a Weirdworld after all!

ITEM! Yow! Along with our **ALIEN LEGION** and **WOLVERINE** posters, we'll be releasing even more! There will be a **SECRET WARS II** poster, with literally dozens of your favorite Marvel characters, by **Ron Wilson** and **Steven Leialoha**, and a Star Comics poster by **Warren Kremer**, with **Top Dog, Planet Terry** and more! Besides this, we'll be reprinting some of our famous posters of the 1960s, including **the Hulk** by **Herb Trimpe, Captain America** by **John Romita**, and **Spider-Man**, also by the Jazzy One! And, in celebration of the twenty-fifth anniversary of the World's Greatest Comics Magazine, we're releasing the cover of **FANTASTIC FOUR** #1 as a poster as well! Keep your eyes open for these posters in your local comic specialty shops in October!

ITEM! Beginning in September, **MARVEL FANFARE** will feature the long-awaited return of **WEIRDWORLD**, Marvel's classic fantasy series. The first issue features the continuing struggle of the outcast elves, **Tyndall** and **Velanna** of Klarn, to understand why the dwarfen populace of their world can't accept them, and why they are different. This tale also features their first meeting with their one dwarfen friend, the thief **Mud-butt**, who, as it happens, is on the run after stealing a mysterious object from the dread **Lord Raven**! The first chapter of this three part epic is by the original **WEIRDWORLD** creative team, writer **Doug Moench** and penciler **Mike Ploog**, along with inker **P. Craig Russell**. The second and third parts will be written by **Doug** and penciled by **Pat Broderick**. Part two will be inked by **Brett Breeding**, while part three will be inked by **Ian Akin** and **Brian Garvey**! That's **MARVEL FANFARE** #24 through #26, coming this fall!

MARVEL ANNUALS, STAR COMICS, SPECIALS AND EPIC COMICS MAINTAIN CURRENT PRICES AS MARVEL 65 CENT LINE GOES TO 75 CENTS

Beginning with the comics shipping in October, the Marvel Comics titles now priced at 65 cents will cost 75 cents. However, all Star Comics titles, Marvel annuals and specials, and Epic Comics will remain at their current price levels.

Star Comics will remain 65 cents, annuals will stay at $1.25, while specials and Epic Comics will continue to cost $1.50.

In addition, the Canadian price for all 75 cent comics will be reduced from the previous $1.00 level to 95 cents in order to more accurately reflect the currency exchange rate as it now stands.

"The time came when we simply had to react to the economic realities," Marvel Vice-President Publishing Mike Hobson noted. "We held the price of comics at 65 cents for as long as we could, but ever-increasing costs finally caught up with us."

Since the price of comics reached 60 cents in summer 1981, Marvel has only increased the cover price once with the five cent raise last December, an 8.3 percent increase. During the same four-year period printing, binding and paper costs went up 19.3 percent, Hobson noted.

Increased costs for color separations, overhead, art and editorial needs, and all other elements involved in producing a comic contributed to the decision, he added.

"Despite all of this, we held the price down for two years longer than our closest competitor," Hobson said with pride. "Even now, we have still managed to decrease our Canadian prices, and keep the Star Comics, Epic Comics and specials at their current prices."

Marvel's strong commitment to the comics direct market was a major factor in the running battle to keep prices down this long, he added.

"We wanted to encourage the market to continue its very healthy growth—that's the primary reason we kept our prices down so long, well past the time cost increases were eating into our profitability in a substantial way," he explained. "I think, I hope, that this policy has helped the direct market grow and strengthen."

THE TOP TEN

Hello again and welcome to the Marvel Top Ten! Here's a listing of the ten best-selling direct Marvel titles for July, 1985, put together by our favorite Director of Specialty Sales, **Carol Kalish**.

Here they are:

1—**SECRET WARS II** #5
2—**X-MEN** #199
3—**NIGHTCRAWLER** #1
4—**ALPHA FLIGHT** #28
5—**WEST COAST AVENGERS** #2
6—**AVENGERS** #261
7—**WEB OF SPIDER-MAN**
8—**CLOAK AND DAGGER** #3
9—**FANTASTIC FOUR** #284
10—**NEW MUTANTS** #33

Looks like the team books have taken the lead this time out—six of the top ten are team books—seven, if you count **SECRET WARS II**! We do!

—A.P.

EXTRA THE MUTANT REPORT EXTRA

VOLUME 1 "The Next Step in News Evolution!" NUMBER 5

Mutants Meet Beyonder In Secret Wars Crossover

It was inevitable Sure, some select members of the X Men were involved in the original SECRET WARS. And yes, both the X Men and the New Mutants have had brief encounters with the omnipotent, all powerful One From Beyond since he came to Earth in SECRET WARS II But look out! Here comes the crossover stories you've been waiting for!

In X-Men #202, the mutant heroes again meet up with the Beyonder, who has come to Earth to experience humanity, and has even taken on human form Rachel Summers, who has harbored an unexplained hatred against him since they first met, is going all out to end the Beyonder's life! She has decided to do everything in her power to kill the One From Beyond!

The Big Guy's response is simple. "You can kill me," he tells Rachel, "but if you do, all the X Men die." The Beyonder gives her a clear choice—"kill me or save your friends." And upon Rachel's decision hinges the fate of perhaps the entire Marvel universe!

But that story is just for openers. In NEW MUTANTS #36 the One from Beyond again takes center stage in a story called "Subway to Salvation." The story is basically about what happens when a person with the soul of a demon is given the soul of an angel instead. Illyana finds the answer to this question when the Beyonder again performs one of his "good deeds" as he goes about learning what humanity is all about

All of the New Mutants have their moments of triumph and tragedy, including X-Man Kitty Pryde, who guest stars, And even though the Beyonder is more than enough for any group of mutants to handle, there are a couple of demons from beyond space and time thrown in for good measure!

These demons have something to do with Belasco, the one time ruler of limbo who corrupted Illyana during her seven year sojourn in that dark realm They may even have a connection with the Elder Gods who were Belasco's former employers! It promises to be a load of trouble for the New Mutants and a load of excitement for us

A Mutant Thanksgiving

Coming up in POWER PACK #19 is a very special Thanksgiving celebration. In addition to the original Power Pack kids (Gee, Mass Master, Lightspeed and Energizer) and their newest member Franklin Richards (the mutant son of Reed and Sue Richards of FANTASTIC FOUR fame) are more dinner guests than you can shoot an energy ball at!

These guests include such mutants and friends of mutants as Kitty Pryde and Wolverine from the X Men, Beta Ray Bill from Thor, and Cloak and Dagger. A few of those underground dwelling mutants known as Morlocks will also be appearing! A gathering like this is enough to make a Sentinel nervous!

The reason for the gathering isn't all sweetness and light, though. With the Power kids' mother at death's door, their father is spending an understandably large amount of time in the hospital at his wife's side The kids' can't visit because they are too young, and so are left on their own for the holiday. But Katie doesn't feel they should just forget about Thanksgiving, and so she invites over a few of their friends.

Most of the action in this double sized issue takes place at the Macy's Thanksgiving Day Parade, and there will be some famous guest stars in the form of balloons and floats. One of these even gives the kids a little help when Katie and Franklin commandeer a balloon and try to navigate it up to the right floor in the hospital to pay a visit to Mrs Power!

The story will also focus on the problem with the kids' mother and how they deal with that. They even start out mad at Katie for inviting over their friends, thinking she doesn't care about her mother But the real meaning of love in a crisis is also explored in this guest packed story. This special issue is written by Louise Simonson and is graced with the artistic talents of Brent Anderson and Bob Wiacek

Mutant Watch And how is Power Pack taking to its newest member, Franklin Richards? Well, since the initial bad reaction they had to Johnny Storm's favorite nephew, all reports indicate that the kids are taking nicely to each other and getting along just fine. He and Katie are becoming very good friends, and she even gave Franklin his new codename —Tattletale!

—Bill Slavicsek

SIX FROM SIRIUS 2

All artwork in SIX FROM SIRIUS 2 and all © 1986 Paul Gulley and Andy Mangels. All rights reserved.

Once they worked for the interests of Sirius Hub on a more or less freelance basis. But after their last mission, one that started as a simple escort-the-ambassador affair and ended in a complicated conspiracy to cause interplanetary war, they have fallen out of favor and are wanted by their former employers! But this is only the beginning of what's in store for the **Six from Sirius** in their upcoming four issue Limited Series from the Epic Comics line.

SIX FROM SIRIUS II is a sequel to last year's hit Limited Series, and is created by its original creative team of **Doug Moench** and **Paul Gulacy** who became fan favorites during their stint on **MASTER OF KUNG FU** several years ago. They reestablished and enhanced their reputations in the first **SIX FROM SIRIUS** Limited Series. From here on, it only gets better.

The **Six** are a group of intergalactic trouble shooters: **Jakosa Lone**, **Starn**, **Skreed**, **LaMasque**, **Grod** and **Zematin-Lar**. After getting two warring planets together and averting what could have resulted in universal armageddon in the first story, the **Six** have declared their independence from Sirius Hub, which, of course, leads to trouble.

"The original **SIX FROM SIRIUS** wasn't planned with a sequel in mind," explained writer **Doug Moench**. "But I'm always game to work with **Paul Gulacy**, and the sequel came about mainly because **Paul** said, 'Hey, I really like these characters. Can we do another one?' I said sure, I'd love to work on another story with you, and **Archie Goodwin** said go ahead."

The sequel is a science fiction version of the Trojan Horse story. Here the deceptive item is an idol which is also a gateway to another dimension. "Picture a six foot tall idol, a little bigger than a man, that can have an entire army troop into it. You can then put the idol on a small ship, take it somewhere else, and have an entire army troop out of it again. It's like having an army in your pocket," said **Doug**.

The **Six** get involved when **Zemetin-Lar** gets trapped inside the idol. From that point the story is about what happens inside the idol, and what happens outside as everybody is scrambling for its possession.

"Everybody wants it," said **Doug**. "Think of the power this kind of device can give to someone! Some of the **Six** are trapped inside it and must deal with an eternal war that's going on in that other dimension. And, of course, the others must deal with the outside war to gain possession of the thing."

But that's not all! The heroes are also wanted as fugitives by Sirius Hub and are, in fact, renegades! A counter team, sort of an evil mirror image of the **Six**, is sent to hunt them down, and is led by a new character, **Zalis**, who was a classmate of **Jakosa Lone** a long time ago. Now he's turned bad and is leading this group of mercenaries willing to do anything if the price is right. They want the bounty that has been placed on the **Six from Sirius'** heads and will stop at nothing to get it.

"Then everybody gets mixed up in the idol/gateway thing," said **Doug**. "I think it's going to be fun."

There will be lots of new characters in the new **SIX FROM SIRIUS**. With **Zalis** and his crew, two new races of aliens called the **Zavishe** and the **Quatrals**, new **Sirians**, and a lot of surprises, the sequel will be even more exciting than the initial story.

From **Doug's** rich characterization and **Paul's** crisp, colorful renderings, you can see the thought and teamwork that has gone into creating the **SIX FROM SIRIUS II**. "**Doug** is a pleasure to work with, and I'm having the time of my life with these characters," said **Paul**. "We think a lot alike and have been very good friends for a long time now. I think that comes out in the work. The whole process is a lot of give and take, a lot of phone calls, and a bit of bickering, but that all adds to the finished product."

"It's real frustrating and rewarding at the same time working with **Paul**," agreed **Doug**. "He's constantly changing his mind about what he wants to draw and coming up with alternate ideas. What it boils down to is a process of constant change. The story as designed when we started out is never the story we get when we're done."

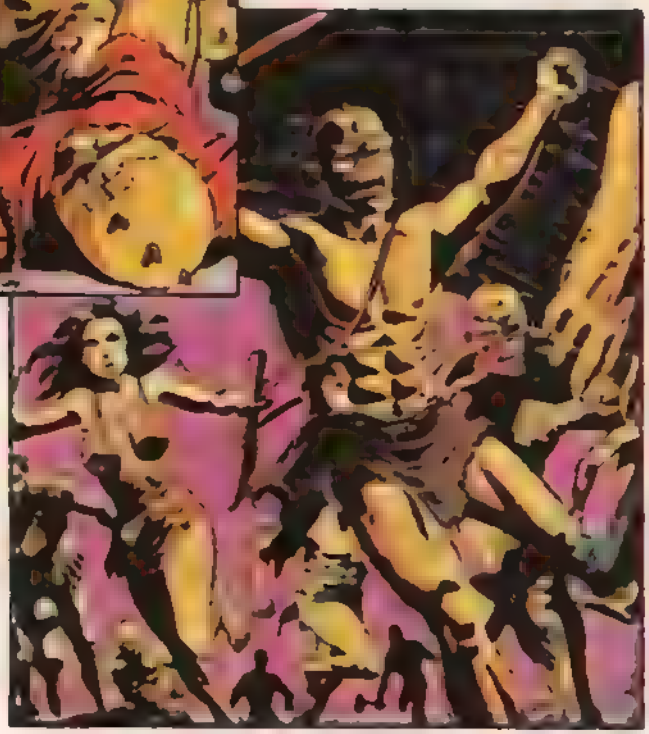
This is a very different process from when the two worked on **MASTER OF KUNG FU**. "That was a very straightforward process," explained **Doug**. "I did a plot, sent it to **Paul**, and he sent it back exactly as I asked for it. But since then something has happened to make **Paul** more aware of his own ideas and those are always changing."

"The whole process is a lot like the agony of childbirth," said **Doug**. "It's never easy, but it usually comes out real well."

Doug's favorite thing about **SIX FROM SIRIUS** is the ability and freedom to let things change and evolve. "Look what's happened already: in the first one they started out as agents for Sirius Hub. Now they've severed those relations and are wanted as criminals. They are still from that star system, but they're no longer agents of that government."

"It was designed as a one shot story and there was no concept beyond that," he said. "It wasn't conceived as an ongoing series. So that makes this a lot more open than any I've come up with before, because I never came up with something that was not supposed to be a series before."

Doug feels that **Paul's** art should become even more popular after people see this one. "His work is very detailed, very crisp and clean. And it has



that beautiful color," he said.

Both would like to see **SIX FROM SIRIUS** continue into a third installment, and perhaps even beyond that. Ideas are already flowing between **Doug** and **Paul** about future adventures for the **Six**. And the idea that excites them both is the concept of change. "In the second **SIX FROM SIRIUS** our guys are renegades from Sirius," said **Doug**. "If it goes into a third story it will focus on primarily two of the **Six** and a whole bunch of new characters created specifically for that installment. They will become six friends who may or may not hook up at times to handle what comes along."

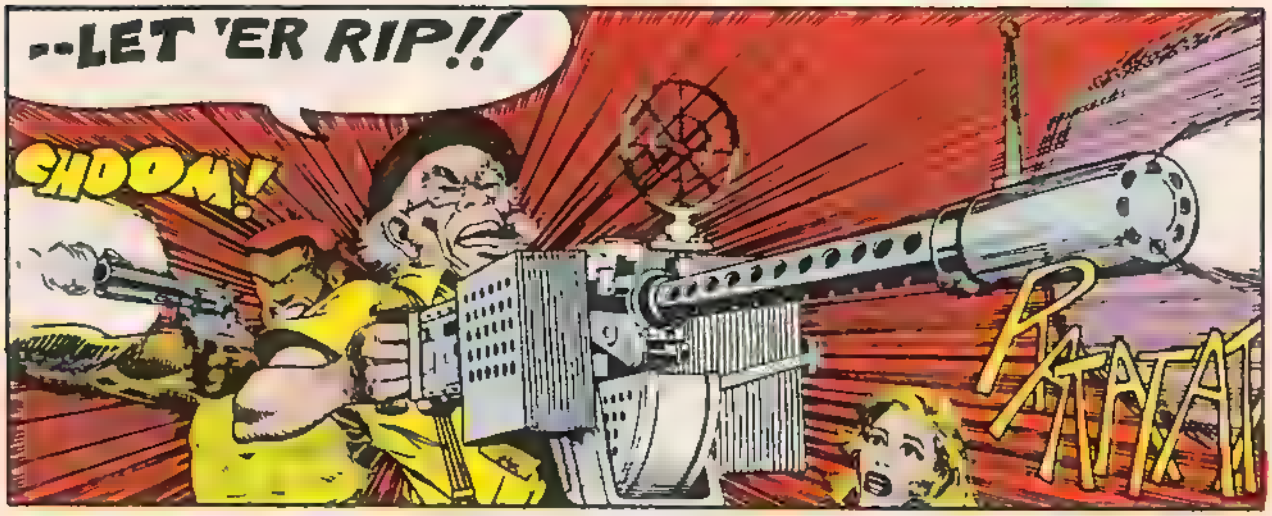
The **Six** will evolve into a more grizzled, ragtag, rougish group, rather than the spiffy uniformed look they sported in the first Limited Series. Because it was not conceived as an on going series, if it continues almost anything can happen.

SIX FROM SIRIUS II will take us into a war within a war, show us a terrible new weapon that everybody wants but no one should have, introduce a group of mercenaries who will do anything for money, and most of all take us to strange worlds and introduce us to new civilizations. It also reunites the terrific team of **Moench** and **Gulacy**, and that means four issues of excitement and science fiction that will be remembered for years to come!

—Bill Slavicsek

THE MARVEL AGE INTERVIEW

Larry Hama



The first thing you notice as you enter ***Larry Hama's*** *office at Marvel is the large target featuring a human silhouette which hangs on his door. The next thing you notice is the sizable (and slightly unnerving) number of bullet holes near the silhouette's "heart."* ***Larry Hama's*** *office is not a place for wimps or geeks.*

Larry *himself, however, is a warm, friendly man with a marvelous sense of humor. And so it was that, surrounded by marksmanship trophies, books on self-defense, and stacks and stacks of comic books, we spoke about his life, his work, and especially* ***G.I. JOE.***

Let's start off with some basic background, like where you were born, and that sort of thing.

I was born in New York City in 1943.

And did you read comics when you were a kid or did that come later?

Sure, I read comics when I was a kid! I read all sorts of comics. The comics I remember reading as a kid were the **Carl Barks UNCLE SCROOGE**s, stuff like that...**SUPERMAN, BATMAN**...This was the early 'Fifties before the advent of Marvel

And of course, I had girl cousins who would have the **ARCHIE**s and the **LITTLE LULU**s.

So your interests really ran more to the humor stuff?

No, not really. The humor stuff was a certain type of comics The humor stuff back then really fell in two different categories —there were protracted stories that you found in **LITTLE LULU** and **Carl Barks** and then there's the sort of **Sheldon Mayer** school—even pre-**Sheldon Mayer**, funny animal stuff, real bananaville. I didn't like the short stuff. I liked the long stories.

The only reason that I mention it is that later you became editor of Marvel's ***CRAZY MAGAZINE*** *and now* ***PETER PORKER.*** *It seems as though you have a lot of emphasis on humor as well as on titles like* ***G.I. JOE*** *and all those things—* ***CONAN, SAVAGE TALES,*** *those sort of things.*

It's all part and parcel of the same thing. One thing about humor and drama is that they're not here and here, you know, they're meshed. What makes good types of action and action drama work is a melding with humorous kind of timing. You know, timing is everything

You see some of that even in today's action drama stuff. You know somebody was looking at a **LITTLE LULU** thing when they were, like, nine and saw **Little Lulu** say "Bla bla bla" to **Tubby** and then there'd be a silent panel where **Tubby** just stood there and then **Tubby**'s reaction. Or there might be three identical panels of **Little Lulu** just standing there after she asked the question and **Tubby** just standing there...

And now that dominates some comics.

Right! All that stuff was there years ago! A lot of these techniques **Barks** invented, a lot of stuff that younger fans consider brand spanking new were first put down in comics form by **Bernie Krigstein** working in E.C. Comics, 'way before, oh...

'Way before most of these people were born.

Right. Before they were a twinkle in somebody's eye

So what made you decide to make comics your life, more or less?

It was sort of an accident. Drawing was something that I did and I was encouraged in junior high school to draw. I eventually went to the High School of Art and Design. I was in the same graduating class with **Frank Brunner** and **Ralph Reese**. That's where I met **Ralph.** I worked with **Ralph** for a number of years; I was pencilling and he was inking over a five or six year partnership.

And how did you get into Marvel?

Let's see...How **did** I get into Marvel? {Laughter} I think I was doing some short horror stories, working out of **Neal Adams**' Continuity Associates. This was after I worked for a stint with **Wally Wood** writing **SALLY FORTH** and **CANNON** for the **OVERSEAS WEEKLY** and doing the odd stuff that you do for **Wally Wood**. lettering, research, stuff like that And I was doing storyboards and animatics out of the **Neal Adams** Studio at the same time as I was doing other freelance stuff with **Ralph.** We were working for the **NATIONAL LAMPOON, ESQUIRE,** places like that, **ROLLING STONE**...

That's a nice variety

A lot of different types of stuff. And advertising. And I was doing some short horror stories for **Joe Orlando** over at DC for their mystery books. And I got an inventory assignment to

do a horror story for a Marvel black and white book which actually hasn't been printed in English. It's since been reprinted in French and Italian, I think, but all the black and white horror books folded before they got around to printing this one.

Roy Thomas was editor-in-chief at the time and they needed someone to take over **Iron Fist** which was being featured in **MARVEL PREMIERE** at the time. I think **Gil Kane** did one issue and then went off someplace. So I took it over for three or four issues or something, but somehow I got sidetracked off that. Actually, I think I went over to Atlas

Atlas Comics didn't last too long.

That lasted two or three issues as far as I was concerned. Then I sort of went back and forth. I worked at DC.

Actually I did a lot of other stuff before I worked at DC. I was on Broadway for a year in a **Steven Sondheim** show directed by **Hal Prince**. That was about a solid year. I was doing other acting stuff—voice overs and such.

So you were on Broadway and working in various places. How did you end up as an editor over here?

I was an editor at the honorable competition—or as some might say, the Despicable Competition! No, I shouldn't say that. Actually, they're a pretty nice bunch of guys. I left with no gripes against almost anybody there [Laughter]

Al Milgrom and I were hired on the exact same day and we were fired on the exact same day [Laughter] about a year later around the winter of 1978. **Al** came right over here to Marvel, but I went back to doing storyboards and motion boards over at Continuity. I never actually worked for **Neal** on a salary or any sort of basis like that. I always rented space in the studio to do work on either his projects or my own projects down at the studio. I still like **Neal** a lot. He's a nice guy.

What pulled you away over to here?

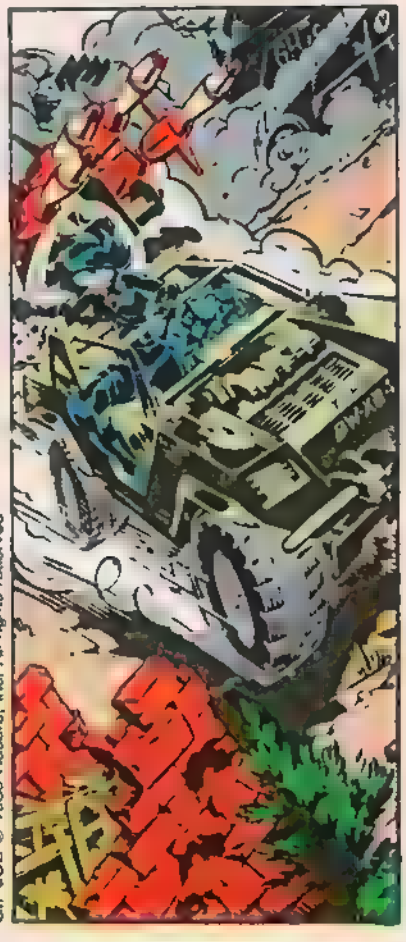
Al called me up one day to say that they were looking for someone to take over **CRAZY**. I came over and had lunch and talked it over with **Jim Shooter** and started up the magazine, pretty much starting it up from scratch again. That was a lot of fun. I still think they were a little premature in putting it to its rest; it was holding its own in a year when all the other humor books were taking real nosedives

*Well, you did manage to get **Jim Owsley** well known enough so that he could move on to all these **SPIDER-MAN** books.*

There's also a lot of artists that started out working at Marvel for **CRAZY** and managed to make the transition over to what they're doing now.

*So, moving up to the stuff that you're doing now, you've been writing **G.I. JOE** for an awful long time now; it's been a few years. What got you interested in writing it?*

Well, when the project first came up, they just went up and down the hall, like, "Gee, who could do this?" I seemed to be the obvious choice to go up to Rhode Island with **Jim Shooter**, **Archie Goodwin**, and **Tom DeFalco** to talk to Hasbro.



G.I. JOE © 1985 Hasbro, Inc. All rights reserved

I was tentatively slated as the writer at that point. We had a long conference with Hasbro about working up a **G.I. JOE** comic book to go along with their toy line.

Was this their idea or Marvel's idea?

Oh, this was their idea. They were going to come out with the **G.I. Joes** again after a long absence from the toy shelves. But they wanted characterization. They wanted these guys to have personalities. I mean, they looked at the **STAR WARS** figures and said, "Well, they don't sell just because they're neat-looking figures. They've got a story that the kids can act out. And the same with all the rest. If we have at least a comic to get out there, we have something to work with."

How much supervision do they have over the comic? Do they keep a tight rein or a fairly loose one?

They haven't really asked in forty-odd issues—I'm writing #46 now... They've only asked for one change in the script. And I think that was because they didn't get that particular joke. [Laughter]

You have a lot of accurate military jargon and various things...

I try to keep it as accurate as possible. The stuff changes a lot so I try to keep up on it. And if I've got a real solid question, I'll call up the U.S. Army Public Information Office and find out stuff. They're always very helpful. Or if they don't know the answer at the P.I.O., they'll say, "Call Colonel So-and-So down at Airborne at Bragg" and I'll call Fort Bragg and I'll talk to somebody and they'll say, "Hey, send me some **SPIDER-MAN**!" [Laughter]

That's awfully impressive for a "comic book based on toys!"

It's a little different. It's not like we've got a toy that we've got to do a comic book about, because we're doing development on the characterization. So we're not stuck with something that some toy honcho someplace thought would be a nifty guy. We have some of the control on that, so that we can create characterization that is viable in the comic book medium.

*I understand that there's a whole bunch of new **Joes** that are being introduced. With this influx of these new characters, are you going to keep all the old ones, or are some of them going to leave or die?*

No, I think they're pretty much going to stick around. We've got a lot of characters to choose from and we've got some pretty far-reaching types of stories.

And it's not as though you have all of them in every issue.

Right.

Speaking of which, any insight into upcoming stories? Surprises we can reveal, or whatever?

Well, we've got an issue coming up where four major characters die.

Really?

Yeah. Four major characters die.

Are these heroes or villains, or don't you want to say?

Oh, I couldn't reveal that!!

That's what I figured. [Laughter]

And some of these characters are characters that a lot of people like. But they're going to be really dead and they're not going to come back. They're not going to be dark versions of themselves or anything. [Laughter] They're going to be dead and they're going to stay dead.

No godlike reincarnations, huh?

Nope

But if you're doing a serious series on the Army, then I suppose it makes sense that some people do get killed in battle.

*All right. One thing I wanted to ask you about: I notice that there are a number of messages that come up in **G.I. JOE** over and over about, you*

know, a very positive view of the Army, but I saw a thing a couple of issues ago where one of the characters discourages some young kid who wants to join to get out of his hometown. Are you writing this with a particular message in mind, or does it just kind of come through?

I think it's despicable to sit down and say, "Well, for this issue, I'm going to try to get across this message..." Sometimes, you're sitting there and you're writing and you just go, "Well, I'm a little ticked off at something today..." That's what writing is about!

I don't see the Army as being intrinsically evil or intrinsically bad or intrinsically good. When times are good, people spit on the Army. But when the bad guys are knocking at your door, all of a sudden they're heroes. Then, when the war is over or when the bad times are over, you know, who needs those guys anymore? I think that's pretty deplorable. It's human nature, though.

Things aren't black and white. Violence does solve some things. **Neville Chamberlain** was wrong. He was the guy, if you'll remember, who thought...

*...that **Hitler** was a nice guy.*

Yeah, that you could actually reason with a guy who's a lunatic. But you can't reason with someone who's crazy! It's obvious that violence did actually solve **Hitler**. So all those sparkling generalizations are very difficult. You can't really live with those kinds of generalizations.

The other points. .Well, for instance, I've got an issue coming up where a drunk driver does in some characters. Stuff like that *happens*. I mean, the anti-gun lobby in this country is always going on about handgun deaths, but alcohol and cars kill a lot more people every year and nobody's doing anything about that.

*Yeah, that's true. Well, moving back to the comic book a little more, here's something I've been wondering: Is **Cobra** ever going to be defeated, or are they just going to kind of fester and be a constant presence?*

Well, you know, how can we defeat **Cobra**? The toys are selling so well! [Laughter] People like **Cobra**.

It's weird, though, that there was just a write-up in **NEWSWEEK** where somebody was complaining that they took their kid to see **THE SOUND OF MUSIC**. These were, like, liberal parents in San Francisco who took their five-and-a-half-year-old kid to see the **SOUND OF MUSIC** and they thought, "Oh, this is safer than anything." As soon as the first stormtroopers walk on screen, the little kid points at the screen and says, "Look! **Cobras**!" [Laughter] And the parents went, "Oh my God! My kid is identifying with Nazis!" This was in **NEWSWEEK**. And my first reaction was, "Well, you know, **Cobras** aren't Nazis." They're no more Nazis than **Darth Vader** is. In fact, all **Cobra** is is sort of a, like, procurement scheme with guns. They started out selling household detergents.

And built up. [Laughter]

And built it up. If they're anything, they're crypto-capitalists!

*Let's talk about the stuff you edit now. You've got a number of things... Well, **SAVAGE TALES** which is just starting out, you've got **RED SONJA** with the movie just coming out, so it seems as though a lot of things are happening for you now. Anything we can give as a preview of things to come?*

Well, we're doing some personnel changes on the books. **Michael Docherty**, who's actually just started on **CONAN THE KING**, is going to be shifting over to doing more issues of **SAVAGE SWORD OF CONAN** so that **SAVAGE SWORD** on the art side will be dominated by **Gary Kwapis** who'll be pencilling and inking his own work and by **Michael Docherty** who's going to be inked by various inkers. And **Judith Hunt** who has done some comics for other companies will be taking over pencils on **CONAN THE KING**. **Geof Isherwood**, who was inking **CONAN THE KING**, is now going to be drawing **KING KULL** as the backup feature in **SAVAGE SWORD**. He'll be pencilling and inking **KING KULL**, which will be written by **Chuck Dixon**. **John Buscema** will still continue to draw **CONAN THE BARBARIAN** and **Jim Owsley** will continue to write it. As far as I know, **Bob Camp** will continue to ink it. We're just not sure of the inker for **CONAN THE KING** yet. As far as **RED SONJA** goes, we'll have **Louise Simonson, Mary Wilshire,** and **Art Nichols.**

Any particularly special stories coming up in anything?

Oh, we've got a **CONAN GRAPHIC NOVEL** coming out that's written by **Don Kraar** who was writing **CONAN THE KING** and who'll also be writing some stories for **SAVAGE SWORD** and who also writes for **SAVAGE TALES**, which we haven't talked about at all!

SAVAGE TALES is sort of our new baby.

*It's interesting because it looks as though you're going to end up having one type of war story in **G.I. JOE** and very different types in **SAVAGE TALES.***

Oh yeah, we're going to have the nitty gritty **SAVAGE TALES.** I mean, it's not really a war book per se. We have post-apocalyptic stuff, aeroplanes by **Herb Trimpe**, Vietnam stuff by **Doug Murray** and Michael Golden, a **Michael Golden** cover—an airbrush cover, Westerns and Foreign Legion stories by **John Severin**...

You've got a nice little group put together there.

Yeah. We've got **Ralph Reese**, guys like that working on stuff, a couple of newcomers who are really good, and basically, everyone's really up about doing this because it's all stuff that they really wanted to do! Stories that they really wanted to tell that nobody's ever really tried to tackle before. We're not doing war stories with trick turnaround endings. They're stories that just tell it - not trying to cut a moral either. Just presenting it. There's a difference.

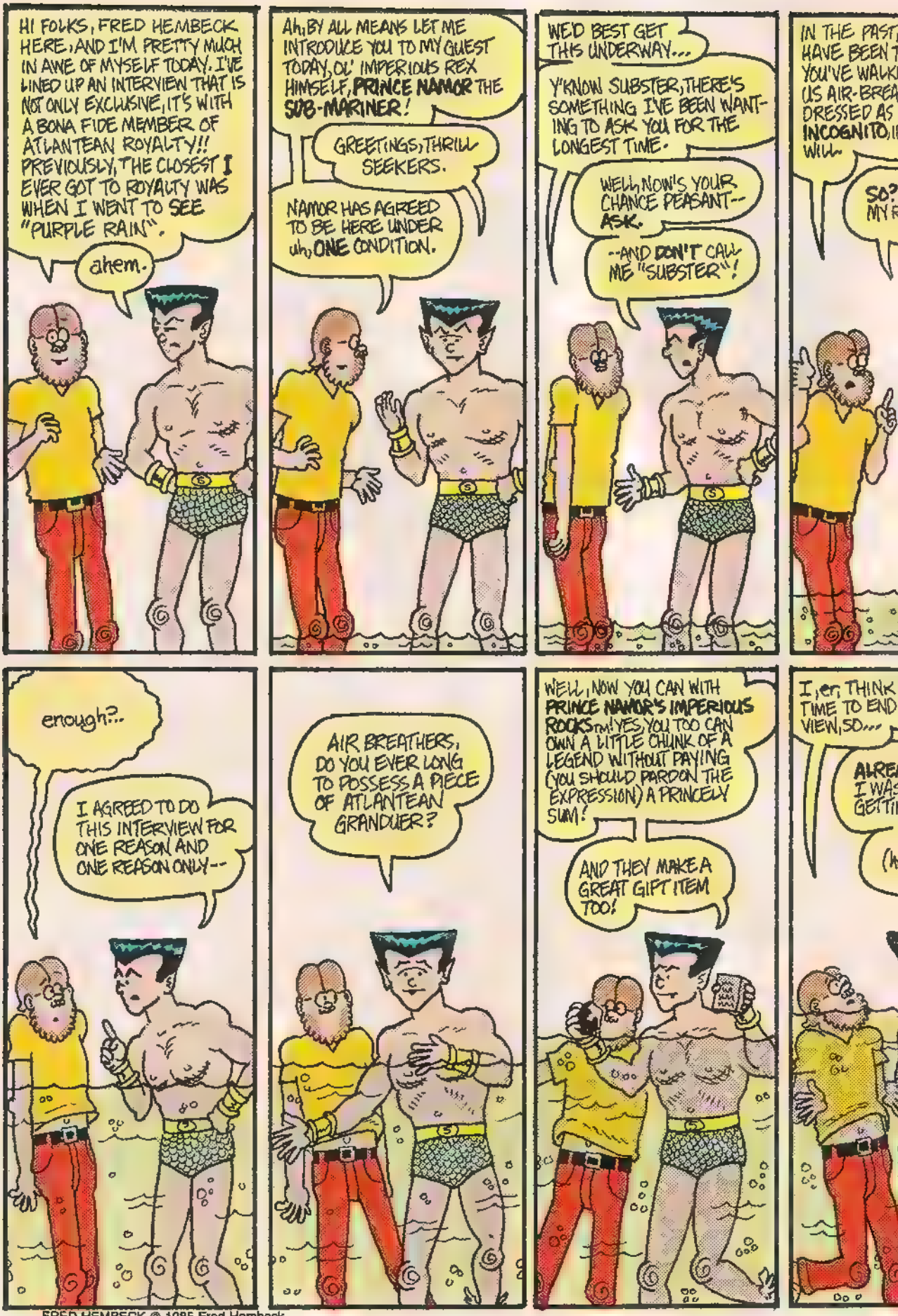
*To an extent, that's the difference between that and **G.I. JOE** where you have good triumphing over evil and all that.*

I try not to do too much of that in **G.I. JOE**. Even **G.I. JOE** is not that black and white. I try to make certain **Cobra** characters have some sort of depth and complexity. It's something people always do. They always make the enemy a faceless, soulless, nonhuman individual. You can do anything you want to that person. That person does not become a human being. That person is not recognized as having any redeeming qualities; therefore, you can line them up against a wall and shoot them. War becomes a different thing when people realize that these are people involved. And that is the conflict and the tragedy, that the people on the other side think they're right and that you're wrong, that you eat babies or whatever. And he who wins gets to write the history books. It's not necessarily the right people who win.

Let's wrap this up with one last question that seems like a good thing to end off with. Are you enjoying yourself?

Oh, sure! Otherwise, I'd be gone! [Laughter]

—Shelly Fisch


HI FOLKS, FRED HEMBECK HERE, AND I'M PRETTY MUCH IN AWE OF MYSELF TODAY. I'VE LINED UP AN INTERVIEW THAT IS NOT ONLY EXCLUSIVE, IT'S WITH A BONA FIDE MEMBER OF ATLANTEAN ROYALTY!! PREVIOUSLY, THE CLOSEST I EVER GOT TO ROYALTY WAS WHEN I WENT TO SEE "PURPLE RAIN".
ahem.
Ah, BY ALL MEANS LET ME INTRODUCE YOU TO MY GUEST TODAY, OL' IMPERIOUS REX HIMSELF, PRINCE NAMOR THE SUB-MARINER!
GREETINGS, THRILL SEEKERS.
NAMOR HAS AGREED TO BE HERE UNDER uh, ONE CONDITION.
WE'D BEST GET THIS UNDERWAY...
Y'KNOW SUBSTER, THERE'S SOMETHING I'VE BEEN WANTING TO ASK YOU FOR THE LONGEST TIME.
WELL, NOW'S YOUR CHANCE PEASANT-- ASK.
--AND DON'T CALL ME "SUBSTER"!
IN THE PAST HAVE BEEN T YOU'VE WALK US AIR-BREA DRESSED AS INCOGNITO, I WILL.
SO? MY R
enough?..
I AGREED TO DO THIS INTERVIEW FOR ONE REASON AND ONE REASON ONLY--
AIR BREATHERS, DO YOU EVER LONG TO POSSESS A PIECE OF ATLANTEAN GRANDEUR?
WELL, NOW YOU CAN WITH PRINCE NAMOR'S IMPERIOUS ROCKS™! YES, YOU TOO CAN OWN A LITTLE CHUNK OF A LEGEND WITHOUT PAYING (YOU SHOULD PARDON THE EXPRESSION) A PRINCELY SUM!
AND THEY MAKE A GREAT GIFT ITEM TOO!
I, er, THINK TIME TO END VIEW, SO...
ALRE I WAS GETTI
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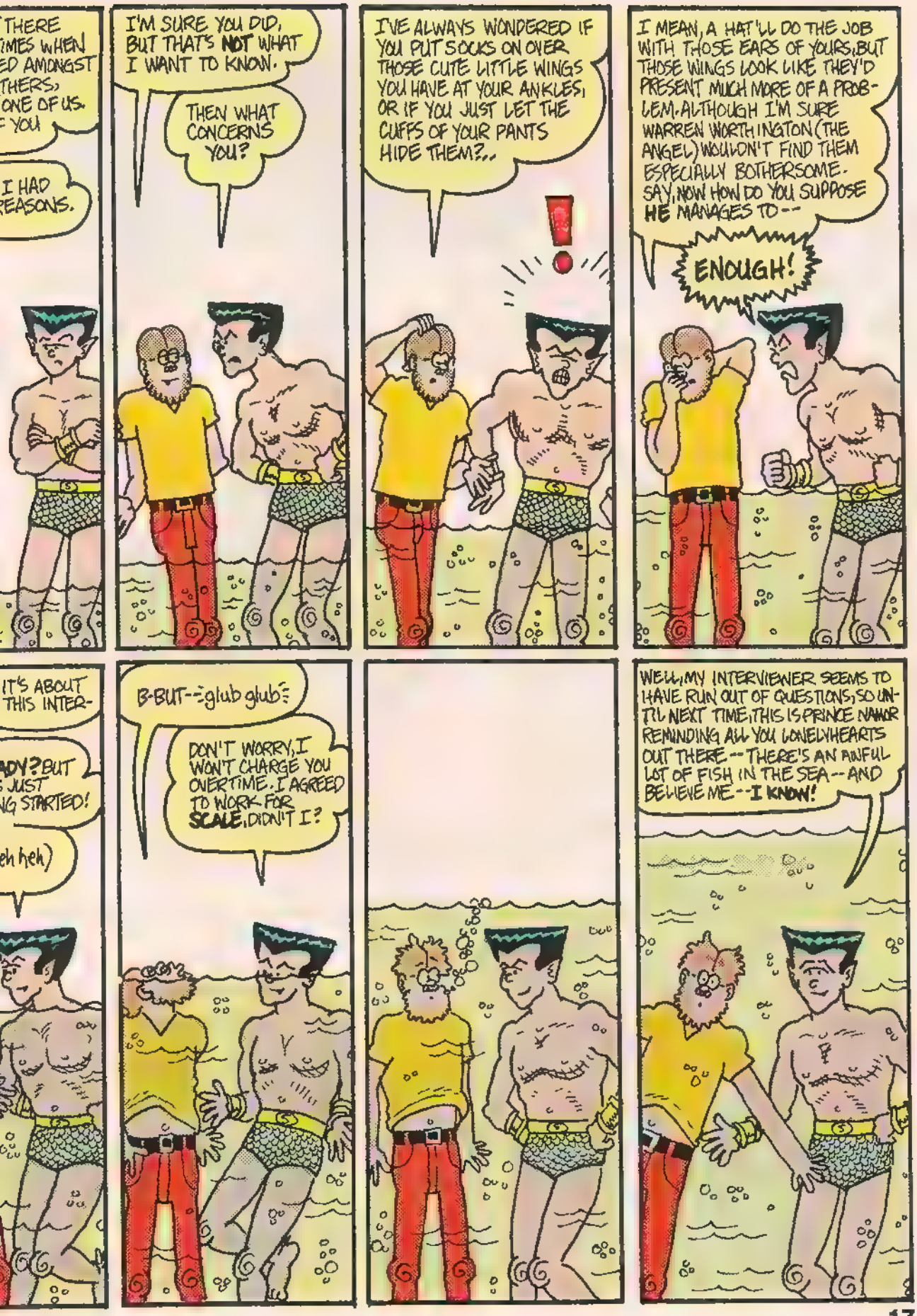
FRED HEMBECK © 1985 Fred Hembeck


THERE
IMES WHEN
ED AMONGST
THERS,
ONE OF US.
F YOU
I HAD
REASONS.
I'M SURE YOU DID, BUT THAT'S NOT WHAT I WANT TO KNOW.
THEN WHAT CONCERNS YOU?
I'VE ALWAYS WONDERED IF YOU PUT SOCKS ON OVER THOSE CUTE LITTLE WINGS YOU HAVE AT YOUR ANKLES, OR IF YOU JUST LET THE CUFFS OF YOUR PANTS HIDE THEM?..
!
I MEAN, A HAT'LL DO THE JOB WITH THOSE EARS OF YOURS, BUT THOSE WINGS LOOK LIKE THEY'D PRESENT MUCH MORE OF A PROBLEM. ALTHOUGH I'M SURE WARREN WORTHINGTON (THE ANGEL) WOULDN'T FIND THEM ESPECIALLY BOTHERSOME. SAY, NOW HOW DO YOU SUPPOSE HE MANAGES TO--
ENOUGH!
IT'S ABOUT
THIS INTER-
ADY? BUT
JUST
NG STARTED!
eh heh)
B-BUT--:glub glub:
DON'T WORRY, I WON'T CHARGE YOU OVERTIME. I AGREED TO WORK FOR SCALE, DIDN'T I?
WELL, MY INTERVIEWER SEEMS TO HAVE RUN OUT OF QUESTIONS, SO UNTIL NEXT TIME, THIS IS PRINCE NAMOR REMINDING ALL YOU LONELYHEARTS OUT THERE--THERE'S AN AWFUL LOT OF FISH IN THE SEA--AND BELIEVE ME--I KNOW!

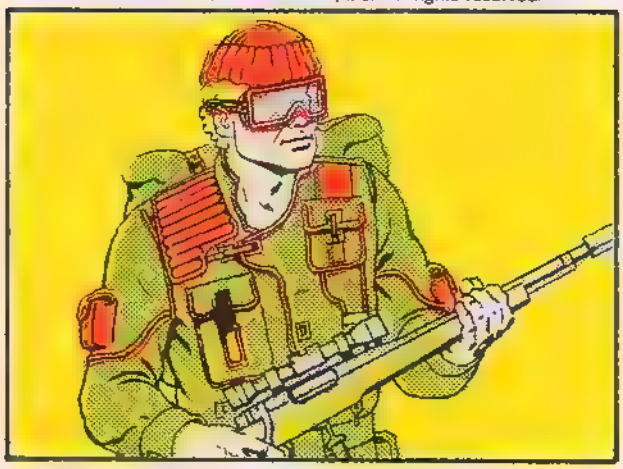
G.I. JOE PREVIEW:

THE NEW JOES

It looks like people just can't get enough of **G.I. JOE**! No matter how many new **Joes** are introduced, letters pour in from all over the country, demanding even more!

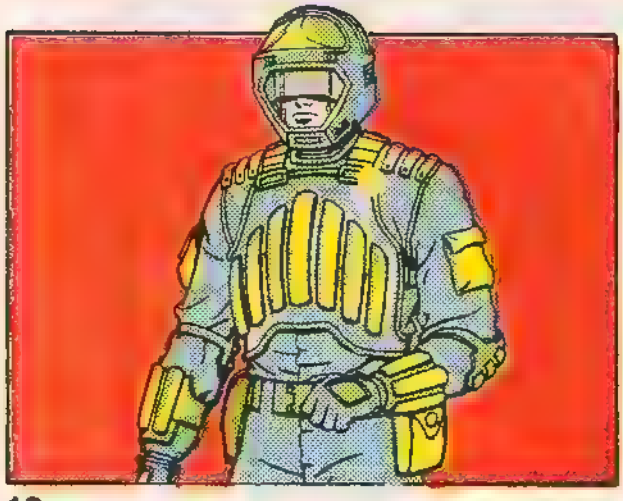
Well, never let it be said that we are slow to respond to your demands! Here are just **some** of the exciting new characters who will soon be appearing in the pages of **G.I. JOE:**

All G I JOE characters © 1985 Hasbro, Inc. All rights reserved.



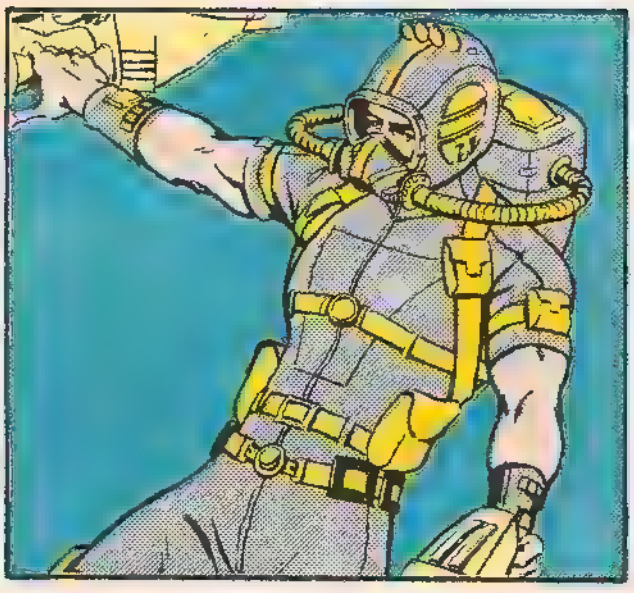
LOW-LIGHT
File Name: MacBride, Cooper G
Place of Birth: Crosby, North Dakota
Specialty: Night Spotter
Background: Afraid of the dark and timid of animals and loud noises as a child, **Low-Light** was cured by his father, who left him in the county dump at midnight with a flashlight, a .22 rifle, and instructions not to come home without twenty dead rats! Ten years later, he had become an instructor at the Army marksmanship program in Fort Benning
Notes: A self-taught expert on image intensification, **Low-Light** is the man the **Joes** like to have along after dark. The night belongs to **Low-Light**!

HEDGE-HOPPER
File Name: Classified
Place of Birth: Classified
Specialty: Jet Pack Trooper
Background: Having dreamt of flying all his life, **Hedge-Hopper** worked two jobs throughout high school to earn enough money for flying lessons. But once he was old enough to learn to fly, he discovered that flying in airplanes just wasn't the same as the unencumbered personal flight he had dreamt of. It was only after he joined the Army that he finally managed to fulfill his fantasy with the aid of the **G.I. Joe** JUMP Jet Pack!
Notes: Hedge-Hopper lives for flying. He will fly at any opportunity and despite any danger, spotting targets for **G.I Joe** artillery to hit!



HOT-SPOT
File Name: Roher, Edwin P
Place of Birth: Geraldine, Montana
Specialty: Laser Trooper
Background: Easy-going and slow-moving, **Hot-Spot** had the will and self-control that a top-notch laser-rifleman needs
Notes: At a range of 2½ miles, a spot of laser light will jump one hundred feet for every thousandth of an inch that the source is moved. The spot must be kept perfectly still for the laser to burn through a target.

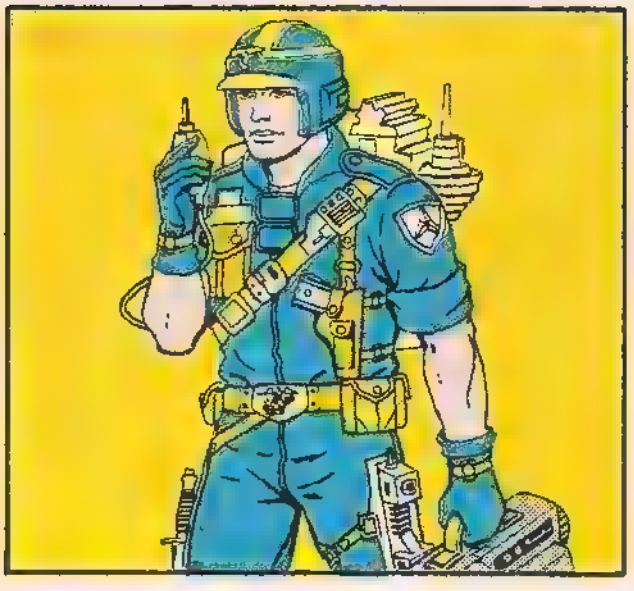
When **Hot-Spot** sights in on a target, his every muscle becomes as immobile as rock! He becomes so still that birds even perch on his helmet!



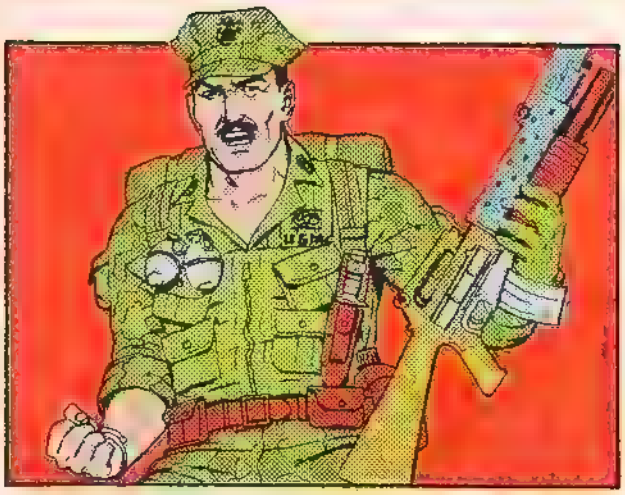
WET-SUIT
File Name: Forrest, Brian M.
Place of Birth: Myrtle Beach, South Carolina
Specialty: Seal
Background: Too nasty to be Airborne Rangers or Marines, Seals are kept locked up below decks until the Navy finds itself in real trouble. And **Wet-Suit** may just be the nastiest Seal of all!
Notes: Mean and ornery in the extreme, **Wet-Suit** is also highly knowledgeable about military tactics and an expert on his specialty: sneaking up on things and blowing them up!

BEACH-HEAD
File Name: Sneeden, Wayne R.
Place of Birth: Auburn, Alabama
Specialty: Ranger
Background: Beach-Head has been both a lane instructor at Fort Benning and an observer/advisor at the Covert Operations School in Central America.
Notes: Meticulous, patient, and strong-willed, **Beach-Head** *likes* getting up at 0500 hours to run ten miles before breakfast! He **enjoys** squatting motionless beside a jungle trail for three days straight, waiting to ambush enemy soldiers who may never show up!

Beach-Head believes that anger gets in the way of logic and good judgement. He doesn't get mad—he gets even!



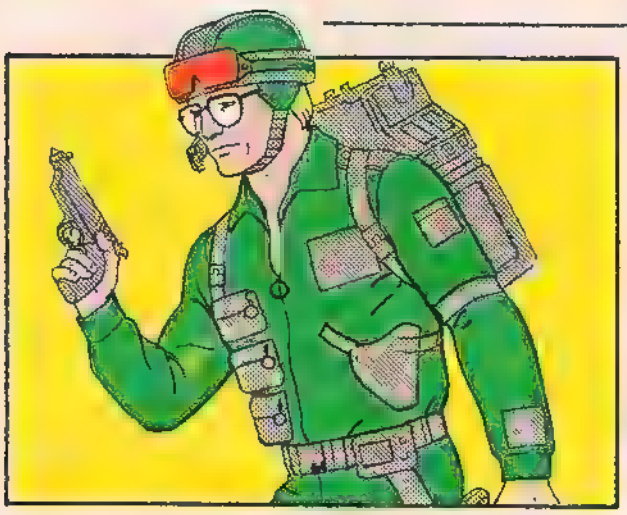
MAIN-FRAME
File Name: Parker, Blaine L.
Place of Birth: Phoenix, Arizona
Specialty: Computer Specialist
Background: Main-Frame first enlisted in the Army at the age of seventeen, earning his Combat Infantryman's badge during the last year of hostilities in Southeast Asia. After leaving the Army, he enrolled at M.I.T. on the G.I. Bill and earned a degree in computer science. He quickly grew bored with civilian life, though, and soon enlisted in the Marines. Ten years older than any of his fellow trainees at Parris Island, he finished at the top of his class nevertheless!
Notes: In this age of computerized battlefield warfare, **Main-Frame** is an invaluable part of the **G.I. Joe** team. But he's no slouch in combat, either. **Main-Frame's** got brains, but he's tough as they come!



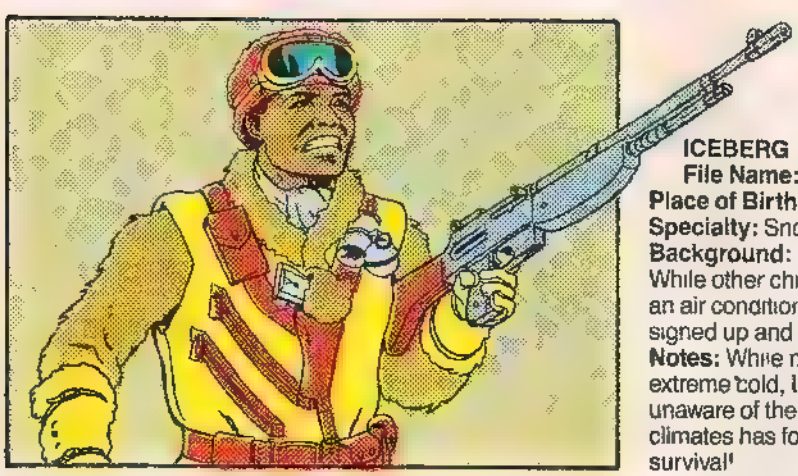
LEATHERNECK
File Name: Metzger, Wendell A.
Place of Birth: Stromsburg, Nebraska
Specialty: Marine
Background: Wherever he was stationed, **Leatherneck** earned himself a reputation for toughness and meanness. Whether it was as a corporal in gitmo, a tech sergeant in Vietnam, or a drill sergeant on Parris Island, **Leatherneck** became known as the meanest man around!
Notes: Leatherneck is uncouth and overbearing and would just as soon fight as talk! He may not be particularly likeable, but he's as trustworthy and reliable as they come!

DIAL-TONE
File Name: Morelli, Jack S.
Place of Birth: Eugene, Oregon
Specialty: Radio Telecommunications Expert
Background: Dial-Tone built his own crystal radio set when he was ten. Already part of a CB network at age fourteen, he had set up his own ham radio station by the time he turned sixteen. Astonishingly, he had built all of his equipment himself, bagging groceries to earn money for parts!

Originally, **Dial-Tone** had seen the Army as a stepping stone towards furthering his education in his field. But he soon found that manning radios in the field for the Army is both a job with a purpose and a goal of its own!
Notes: Without communications, soldiers in the field are completely alone—no backup, no medical aid, nothing. As the man in charge of field communications, **Dial-Tone** is a vital part of the **G.I. Joe** team!



LIFE-LINE
File Name: Steen, Edwin C.
Place of Birth: Seattle, Washington
Specialty: Rescue Trooper, Medic
Background: A paramedic with the Seattle Fire Department for five years, **Life-Line** quit when he learned that Emergency Medical Services personnel who became disabled while giving aid off-duty were not eligible for pensions. Believing that rescue personnel are never off-duty, he decided to make his status permanent by enlisting in the Army as a corpsman.
Notes: Every unit needs someone to fall back on, someone who'll always be there to help the wounded who can't help themselves. The **Joes** rely on **Life-Line** and quite literally trust him with their lives!



ICEBERG
File Name: Nash, Clifton L.
Place of Birth: Brownsville, Texas
Specialty: Snow Trooper
Background: Even as a child, **Iceberg** hated hot weather. While other children saved up for bicycles, he saved up for an air conditioner! Once he was old enough to enlist, he signed up and asked for duty in Alaska.
Notes: While most cold weather specialists can stand extreme cold, **Iceberg** actually **enjoys** it! But far from being unaware of the dangers of severe cold, his love for frigid climates has forced him to learn every aspect of arctic survival!

SLIP-STREAM
File Name: Boyajian, Gregory B.
Place of Birth: Provo, Utah
Specialty: Fighter Pilot
Background: Slip-Stream had been a video-game whiz and computer champion before he discovered flying. As a teenager, he joined the Civil Air Patrol and later got his Air Force commission through the R.O.T.C. His lightning reflexes and knowlege of computers gave him a powerful edge in flight school, and he finished at the top of his class.
Notes: Known in the "Pit" as a joker and mimic, **Slip-Stream** is also an expert pilot. Aircraft with computer-assisted control surfaces can do things that conventional planes can't, and **Slip-Stream** has the knowledge and the touch to make his aircraft do exactly what he wants!

LIFT-TICKET
File Name: Sikorski, Victor W.
Place of Birth: Lawton, Oklahoma
Specialty: Transport Helicopter Pilot
Background: Lift-Ticket joined the Army to get out of his home town. But he soon surprised everyone (including himself) by scoring so high on aptitude tests that he qualified for West Point, Officers Candidate School, and Flight Warrant Officer School! Deciding to pursue training which would be applicable to civilian life, he opted for Flight Warrant School.
Notes: Getting into a target area is relatively easy for the **Joes**. The hard part is getting out once a firefight's begun! And that's where Lift-Ticket comes in.

Soldiers on the ground can only hope that whoever's flying their extraction chopper is skillful, persistent, lucky, and bulletproof. **Lift-Ticket** satisfies the first three requirements... and he's working on the fourth!

CROSS-COUNTRY
File Name: Slaughter, Arlen W.
Place of Birth: Greensboro, North Carolina
Specialty: Heavy Equipment Operator
Background: Cross-Country has spent all of his life around heavy machinery. His father was a bulldozer operator and his mother drove a grader. Thus, it seemed natural that **Cross-Country** would drift towards such machinery after enlisting.

He learned quickly and is now a qualified expert with heavy machinery such as heavy Laser Cannons, MN-16A2's, and M-2 50 cal. MG's.
Notes: Cross-Country has an uncanny knack for finding the most favorable pieces of ground for driving in rough terrain. It is his ability to get in and out of areas that most heavy equipment operators would consider impassable that has made him the asset he is to the **G.I. Joe** team!

And there you have it: a baker's dozen of the newest characters to appear in the pages of **G.I. JOE!**

The roll may change. Characters may come and go. But still the **Joes** will endure, battling **Cobra** wherever it arises to threaten the peace and safety of the world! Whatever happens, the **G.I. Joe** team will always remain **Real American Heroes!**

—Shelly Fisch

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STAR SPOTLIGHT

Childhood—it's a wonderful, almost magical time of life. It's a period when the sky's the limit and all of your dreams can come true. All you need is a group of good friends and there's nothing you can't accomplish. That's what **THE GET ALONG GANG** is all about—childhood, friendship, and fun.

Like **Strawberry Shortcake**, the **Get Along Gang** characters were created by Those Characters From Cleveland. Each "Get Along Gangster" is a different animal but, despite their physical differences, they all "get along" wonderfully. The secret of **the Gang** is that if you work together you can "get along," but if you work at cross purposes you get nowhere.

The creative team of **THE GET ALONG GANG** comic book is **Dave Manak**, writer, **Carlos Garzon**, penciller, and **Jacqueline Roettcher**, inker. **Carlos**, a native of Bogota, Colombia, came to America 14 years ago and has been working in the comic book business ever since. He has extensive experience working on comics for younger readers at Western Publications. There he worked on such books as **YOSEMITE SAM, BUGS BUNNY**, and **SYLVESTER**. At Marvel he has worked on **KA-ZAR** and several **Transformers** coloring books. He has also worked with **Al Williamson** on the **STAR WARS** comic strip.

Carlos loves working on **THE GET ALONG GANG**. "My children really love it," he told **MARVEL AGE MAGAZINE**. "The best thing I like about it is the positive ideals about friendship and community it portrays."

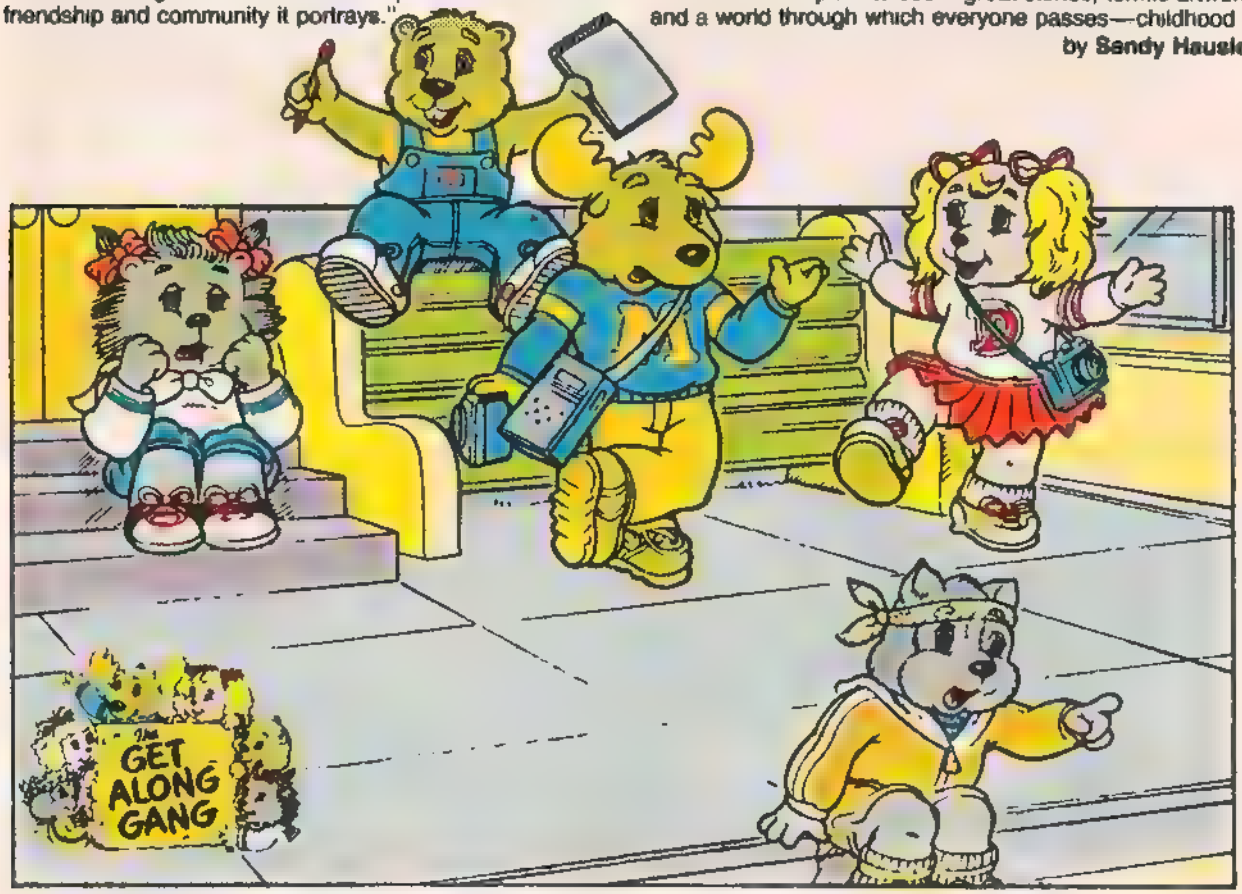
The Get Along Gang is a diverse group. Led by **Montgomery "Good News" Moose**, **the Gang** is never at a loss for ways to have fun. Once they put their minds to something, these guys come through. Unfortunately, there are creatures like **Catchum Crocodile** and **Leland Lizard** who hate to see anyone else enjoying themselves. They know that **the Gang's** strength is in its unity, and they try to divide them when they can. Ultimately, however, friendship always wins out.

"We try to present the characters in the same situations that real kids get into," explained writer **Dave Manak**. "That's the most important thing we can do for the readers—to make them feel that they're part of the story—that they could have these kinds of experiences."

As if to illustrate how well **Dave, Carlos**, and **Jacqueline** have succeeded, a letter arrived at the Star Comics office, from a young reader commenting on issue #1. She told editor **Sid Jacobson** and **THE GET ALONG GANG** creative team how she had had a similar experience. Like **the Gang**, her friends planned to have a sports competition, but things got a little too competitive and the correspondent, like **Portie Porcupine** of **the Get Along Gang**, had to bring her friends back together again.

Dave, Carlos, and **Jacqueline** put a great deal of love and hard work into each issue of **THE GET ALONG GANG**. The results are plain to see—great stories, terrific artwork, and a world through which everyone passes—childhood.

by Sandy Hausler



THE MARVEL AGE

1970 (Part I)

The start of the new decade saw a number of new beginnings at Marvel... and some of these held far reaching consequences New characters and series sustained the sense of freshness and discovery expected from the House of Ideas, while older and more established series such as **THE AVENGERS** refined the developing "Marvel style" and turned their attentions to the broader social concerns of the day. So let's turn *our* attention to those thrilling days now fifteen years past as we take a look at the Marvel Age—1970!

After the stars of **TALES OF SUSPENSE, TALES TO ASTONISH** and **STRANGE TALES** all graduated to their own titles, Marvel brought the "split book" concept back with two new split titles. The first of these was **AMAZING ADVENTURES,** which featured both **the Inhumans,** longtime favorites from their appearances in **THE FANTASTIC FOUR,** and **the Black Widow,** who had been turning the heads of many a Marvel hero since her first appearance in **TALES OF SUSPENSE. The Inhumans** came out of their Himalayan sanctuary, the Great Refuge, when it seemed that an attack had been launched upon them by their old allies, **the Fantastic Four.** Fortunately, it turned out to be a case of mistaken identity, but when the misunderstanding had been cleared up, **the Inhumans** were drawn into battle with **Iron Man's** deadliest nemesis, **the Mandarin.** These stories were among the first written and drawn for Marvel by **Jack Kirby,** though he would later continue acting as a writer/artist on titles such as **CAPTAIN AMERICA, the ETERNALS** and many others. At the same time, thanks to the typing fingers of **Roy Thomas, the Black Widow** fought organized crime in the inner city, a setting far removed from her origins as a Soviet superspy, but one every bit as dangerous. Penciler **John Buscema** captured her grace and beauty with a subtlety that contrasted brilliantly with **Kirby's** power packed drawing in the first half of the book

ASTONISHING TALES lived up to its title with stories of **Ka-Zar,** lord of the Savage Land, coupled with tales of **Doctor Doom. Stan Lee** and **Jack Kirby** depicted **Ka-Zar's** departure from his jungle home, and his epic confrontation with **Kraven the Hunter** in the midst of a city, while **Roy Thomas** chronicled **Victor Von Doom's** struggles against **the Red Skull** and **Doom's** own treacherous creation, **the Doomsman. Roy** was aided and abetted by master draftsman **Wally Wood,** whose astoundingly slick artwork gave the **Doctor Doom** series an atmosphere all its own

The Avengers started off 1970 with a shock—**Nick Fury** had been reported dead, at the hands of **Scorpio!** The master spy had also captured the team supreme, along with **Rick Jones** (and his alter ego, **Captain Marvel!**) As if things weren't bad enough already, seven other supervillains appeared on the scene—one for each of the rest of the signs of **the Zodiac!** The whole group, bad guys and good, were in for a surprise, as **Scorpio** revealed himself to actually be **Nick Fury,** who had gone undercover to flush out the entire **Zodiac** when he discovered that **Scorpio's** real identity was actually his own brother, **Jake.** The racist **Sons of the Serpent** chose that moment to make an unwelcome return. Television host **Montague Hale** tried to enlist singer **Monica Lynne** in his crusade against the Serpents, but she denied him, saying their threat was no concern of hers. She changed her mind, though, when she became their next target! **The Black Panther** rescued her and made it his business to stop **the Serpent's** madness! **John Buscema** took over the penciling chores with the conclusion of this tale of subterfuge, and as his recent pencils for **the Avengers** have shown, **John** captures the spirit of the team like no one else! Long absent Avenger **Quicksilver** returned, seeking the help of his erstwhile teammates in rescuing his sister, **the Scarlet Witch.** She, along with the sycophantic **Toad,** had been captured by **Arkon,** warrior-king from

another dimension, who sought nuclear power to revitalize the energy rings which made life possible on his world. **The Avengers** journeyed to his world, only to find that **Arkon** himself had departed to create a nuclear holocaust on Earth! Fortunately, **Arkon** was deterred when **Iron Man** devised another way to restore the energy rings, and **Quicksilver** and **the Scarlet Witch** were both welcomed back into the fold. After these epic battles, it was a surprise to find **the Avengers** take employment as a wrecking crew! They did it to save **Tony Stark** from a takeover bid by businessman **Cornelius Van Lunt.** When **the Split-Second Squad** lured our heroes into a trap beneath the East River, **the Avengers** suspected that **Van Lunt** had set them up. In fact, the culprit was **Van Lunt's** assistant, who hoped to frame the employer he despised. **M'Baku, the Man-Ape,** soon made the scene, revealing that he had joined with **the Living Laser, Power Man, the Swordsman,** and **the Grim Reaper** to form **the Lethal Legion,** and soon afterwards **the Avengers** met **Red Wolf,** an American Indian who had taken on a new identity to gain vengeance on the man who had driven his tribe from their land...namely, **Cornelius Van Lunt!** It was during this tale that the first signs of the growing affection between **the Vision** and **the Scarlet Witch** were noticeable. The year ended with yet another confrontation with a super-team. This one was comprised of **the Wasp, the Scarlet Witch, the Black Widow, Medusa** and a new character, **the Valkyrie.** They called themselves **the Lady Liberators,** and they debuted by handily defeating **the Masters of Evil** in the midst of the Rutland Halloween Parade ..and for an encore, they took on the male **Avengers! The Valkyrie** turned out to be **the Enchantress** in disguise, as a slip of the tongue soon proved! Freed from **the Valkyrie's** mental control by **the Scarlet Witch, the Liberators** disbanded, but the individual members have carried the battle against sexism into the 1970s and 1980s as well.

With **Stan Lee** and **Gene Colan** still at the helm, **Captain America** moved onto new levels of social concern...but there was still plenty of action for him! **Scorpion** led off, attacking **Cap** and S.H.I.E.L.D. agent **Sharon Carter,** while a woman called **Suprema** used her mental powers to take control of S.H.I.E.L.D. itself, and then **Modok,** the monstrous leader of A.I.M., transformed one of his assassins into the sinister **Cyborg!** After all this fighting, **Cap** decided to take a break by visiting **the Falcon** in Harlem. He picked just the right time to visit, too, as **the Falcon** had been accused of murder! He had been framed by **the Diamond Heads,** whose leader, a Maggia lieutenant, had sought to take over Harlem by igniting the delicate issue of racial tension! Together, the pair of heroes managed to clear **the Falcon's** name, and they parted company. Meanwhile, S.H.I.E.L.D. faced a security leak so grave that everyone, even **Cap,** was under suspicion! **Nick Fury** forced him to prove his own identity in a test against **Tony Stark's** Android X-4. The android turned on **Cap,** exposing the real traitor—but **Cap** was embittered by the lack of trust his friends had shown! This was a crossroads for **Cap,** who set out on the road in search of America and himself, but found only violence. First **the Red Skull** struck, and then **Cap** found himself fighting the combined forces of **the Porcupine, Whirlwind,** and **Batroc the Leaper**—better known as **Batroc's Brigade! Cap** soon afterwards met a young amnesiac who happened to be the very image of his long-lost sidekick, **Bucky!** Tragically, the boy turned out to be no more than an android, built by **Doctor Doom** at the behest of **Modok!** A reckoning with the leader of A.I.M. was in the offing, but it would have to wait until 1971!

1970 also featured the Marvel debut of a character who had been well known in fantasy fiction for decades **Robert E. Howard's CONAN THE BARBARIAN** first appeared at Marvel in "The Coming of Conan," which depicted the young **Conan** in a battle between the ancient tribes of Vanaheim and Aesgaard, and before the adventure had ended, he went on to face Sharkosh the Shaman and the Demons of the Star Stone. The second issue found **Conan** a prisoner and slave of the **Beast Men of Brutheim,** and leading a revolt of **Beast Men's** slaves. **Roy Thomas** scripted both these stories, and a young **Barry Smith** started promisingly and quickly developed his highly romanticized version of Howard's Hyborean Age.

Back in the Marvel mainstream, **Daredevil** met some of his most persistent and peculiar villains, from coast to coast! First came **Crime Wave,** who was indeed behind a crime wave in New York, and turned out to be District Attorney **Foggy Nelson's** assistant **Hollis.** Three of **Daredevil's**

most deadly enemies joined forces to exact their vengeance on **DD: the Jester, Cobra** and **Mr. Hyde,** but were thwarted by the man without fear! A new hero then appeared on the horizon, threatening to take the spotlight away from hornhead. The high-flying **Nighthawk** sought a life of crime, posing as a hero! (The **Nighthawk** currently appearing in the **SQUADRON SUPREME** is actually another Earth's version of the same man!) **Daredevil** went to Los Angeles in his seemingly never ending pursuit of **Karen Page,** and while in sunny California faced off with **the Gladiator,** the Hollywood motorcyclist **Stuntmaster,** and **the Stiltman.** Daredevil proved lucky in battle, but unlucky in love. He returned to New York without **Karen,** only to ally himself with **the Black Panther** in his fight against **the Thunderbolt** gang, a battle which served as a warm-up for the concurrent struggle against **the Zodiac** in the pages of **the AVENGERS!**

—Richard Bensam

Next issue we'll look at some of the mainstays of Marveldom: **the Fantastic Four, the Hulk, Iron Man** and more! Don't miss it.

NEW TALENT DEPARTMENT

WHO THE HECK ARE ROMITA'S RAIDERS

Have you ever noticed, when you open up your brand new issue of **MARVEL AGE MAGAZINE**, the long list of names on the inside front cover? Practically everybody who works at the Marvel office is listed there, from editors and designers to colorists and sales managers. And maybe you've noticed that a couple of things listed there are a little strange looking, like the **Irving Forbush** listing, or the **Romita's Raiders** listing. Well **Romita's Raiders** are a very special group of people—they are members of Marvel's very own apprenticeship program, and they double as Marvel's art corrections department. And therein lies a tale.

It all started when **Jim Shooter** became Editor in Chief of Marvel Comics. Marvel was receiving new submissions every day from fans who were interested in getting jobs here, and unfortunately nobody had the time to properly deal with every new package. **Jim** was also receiving lots of letters from fans who wanted to know whether or not he was interested in seeing new people's work. Naturally **Jim** was interested, as he said: "I got my first job by sending in a submission through the mail to a comic book company, and that meant a lot to me." After **Jim** announced in **MARVEL FANFARE** that he did want to see submissions, the deluge began—between the time of the announcement and the end of that year, Marvel received over 20,000 submissions! **Jim** began to notice that among all the work were occasional examples of work from people who showed a lot of potential, but were not *quite* up to Marvel's standards. As **Jim** put it: "It was a shame to send them little form letters saying you're not ready yet. These were obviously people who, given time and experience, could become successful assets to the comics industry." Then veteran Marvel artist **John Romita**, after a long stint in Marvel's special projects department, returned to the comics department as Art Director, making corrections in all our books, so that **Captain America** wears the correct costume, or that **Nightcrawler** hadn't suddenly grown two feet taller between panels. Between the two of them, **Jim** and **John** decided to kill two birds with one stone, by hiring a few of the most promising young people to work under **John**, making art corrections and learning as much as they could about drawing and inking comics in the Marvel offices.

These apprentices work forty hours per week, making whatever corrections are necessary in any Marvel comics. According to **John**, the amount of work that needs to be done can vary quite a bit. "Sometimes I have to call in emergency help when we have a rush, but that's natural, and sometimes they'll have time to discuss progress on their own material with me. Those are nice luxury moments." In fact, the times when the apprentices can just sit and talk to **John** are among the most valuable for them. **James Fry**, the senior man of the three man team, says that **John** can, in a matter of moments, look at something, tell you what's wrong, tell you and show you in what seem to be amazingly easy steps, how to fix it. He's one of the very few professionals I've met who can do that with such facility. And, despite his heavy workload, **John** is always available to talk with them, encouraging each to try his best.

The program isn't designed for long-term employment, however. "We have had people who've stayed as little as two months. **Keith Williams** was here for awhile, maybe six months, and he became an assistant editor," said **John**. In other words, the apprentices stay with the program until they are ready to do regular freelance work, or are offered other jobs. **Jim Shooter** told me that he doesn't want to hold them down, and would prefer to keep a flow of people in and out of the program, so as to spread

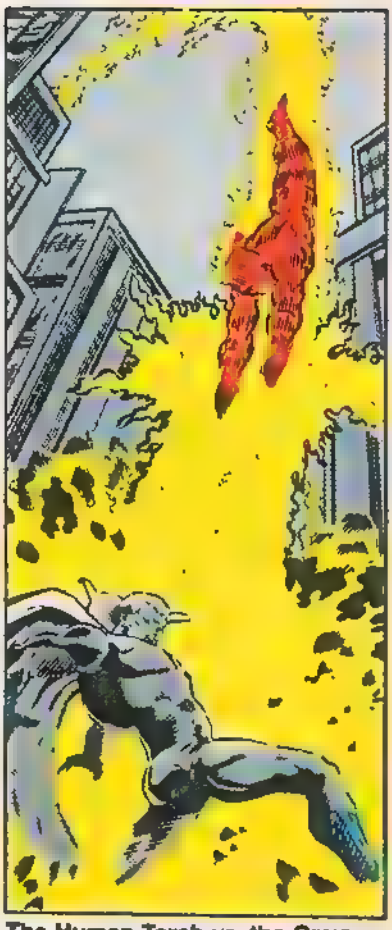
the benefits to the largest number of people

There are currently three members of the apprenticeship program, and there is a possibility that the program will expand to four or five people sometime soon. At the moment, **John** wants to keep a balance of talent in the department. He prefers two inkers and one penciller to work for him, because most of the corrections involve inking. **Mark McKenna,** who recently replaced **Phil Lord** in the program, talked to me about the sort of corrections **John** started him off with. "He'll give you a little thing to do, like—ink this sidewalk! He starts you real little to see what you're capable of doing. First you get stagefright, and after a while you calm down and you can handle anything he throws at you." While I talked to **Mark,** he was busy working on a few art corrections for the **ETERNALS** Limited Series. On one page he had to compensate for a word balloon that had been moved—first he whited out the old balloon, and then he continued the background art over the space where the old balloon had been. **Mark** also recently re-inked an entire **INDIANA JONES** page, and it was an educational experience. As **Mark** put it: "It was a chance to show my stuff. Thing is, I had to ink like **Danny Bulanadi,** and I don't want to ink like **Danny Bulanadi,** I'd rather ink like **Mark McKenna!**" Still, this sort of experience taught **Mark** a lot about what makes **Danny** a successful inker, and this type of knowledge can go a long way towards making **Mark** a more professional artist.

One of the more valuable facets of the apprenticeship program is the opportunity each member has to establish contacts with the Marvel editorial staff. It's not at all infrequent that one of the apprentices will pick up extra freelance work, as **Tom Morgan,** the program's penciler/inker, has. "After the nine-to-five I'm still around here, and if someone needs a couple of special things done, freelance, immediately, like yesterday—he'll ask 'who can both pencil and ink and who's good and fast?' I pick up assignments like that." **Tom** has been doing quite a bit of freelance work lately, from an inventory issue for one of the **Spider-Man** titles to the beautiful inking for our **MARVEL AGE ANNUAL** cover, over **Kerry Gammill's** penciling. **Tom** recently took a big step, when **John Romita** invited him to leave the program and become his assistant, and he will now be involved in more difficult corrections and some of the decision making that goes into the process.

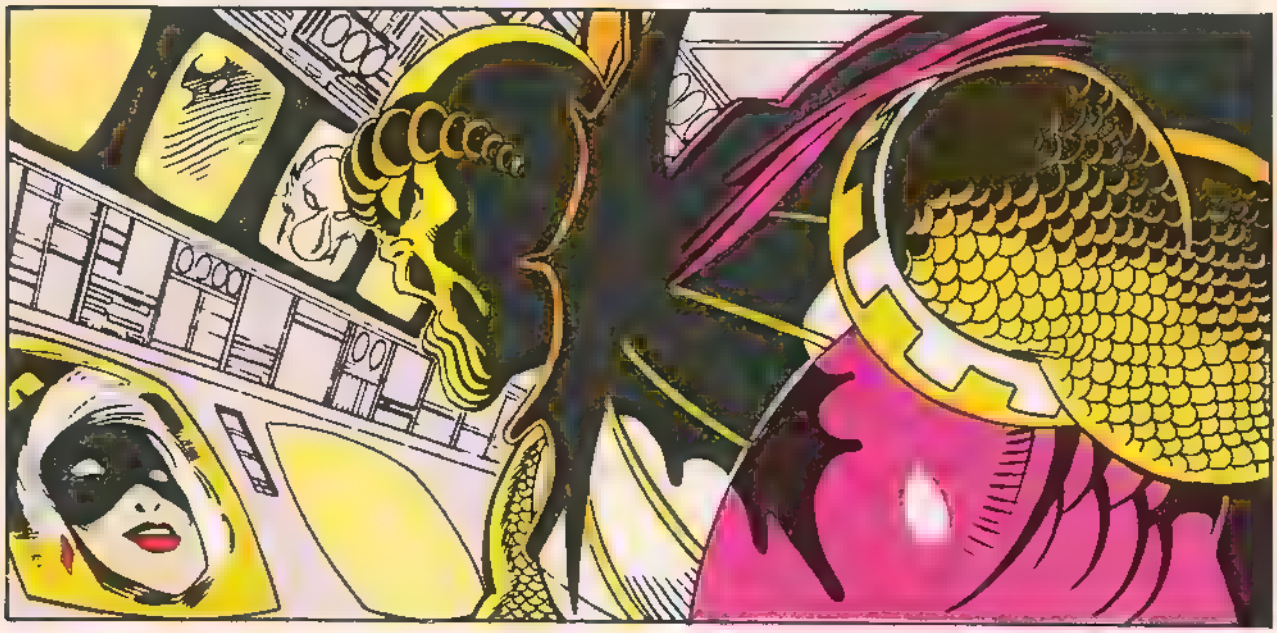
Phil Lord, an inker who recently left the program, also made valuable contacts while he worked in the office. **Phil** told me that "I'm working on coloring books for Marvel Books. What I'm looking forward to now is doing four or five more sample pages and presenting them to all the editors." **Phil** is also doing corrections on a regular basis for Marvel's **DOCTOR WHO** comic, and is acting as a temporary assistant to Assistant Promotions Manager **Steve Saffel. Phil's** experience working for various editors on corrections should be a great help in his search for inking assignments.

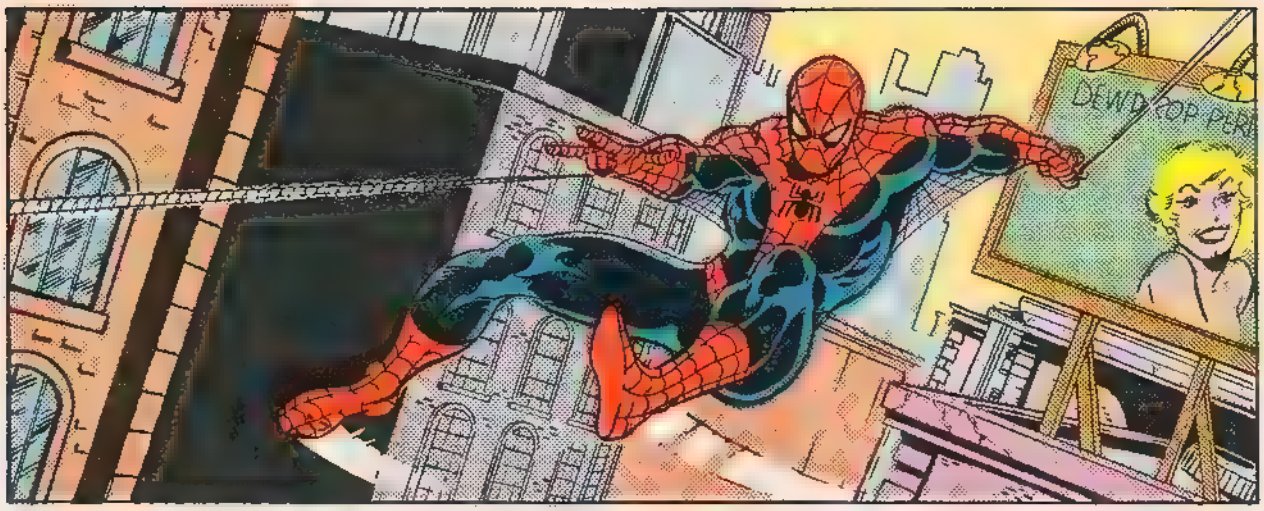
James Fry, the program's resident penciler, has also worked on coloring books, and is involved in developing his own projects he hopes to see in print. **James** is also very pleased about working in the office, where he can meet lots of freelancers and constantly refine his penciling, with **John's** help. According to **James** "I've improved more in the six or seven months I've been here than in maybe a year or two years before I ever heard of



The Human Torch vs. **the Grey Gargoyle** penciled by **James Fry** and inked by **Tom Morgan.**

Mark McKenna's sample inking over a **Paul Neary** panel from an upcoming **Captain America** story.





Spider-Man penciled by **Tom Morgan** and inked by **Mark McKenna.**

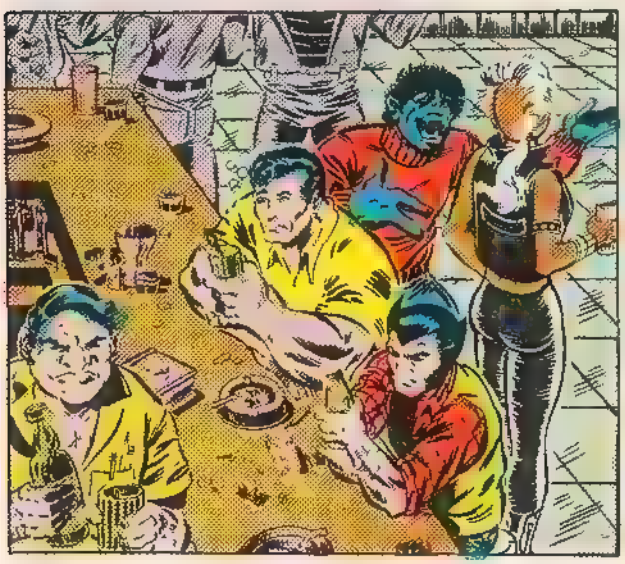
this program." Today **James** was busy doing corrections on art for an upcoming issue of **X-MEN,** penciled by **Brent Anderson.** On one page he had to redraw **Wolverine's** face without his mask, without losing the facial structure **Brent** had set up, which gave **James** the opportunity to study **Brent's** drawing and try to mimic it effectively. **James** will be leaving the program in the near future, to pursue his career as a freelance penciler, and judging from the work we've seen, he will certainly go a long way.

So far, although it has only been around for a year, the program seems to be a success. The few people that have come out of the **Raiders** have been doing well, and the people currently in the group are all extremely promising. As **John Romita** said "It fills a need for us, and it fills a need for young artists who have reached a certain plateau and can't get by that one spot." For Marvel, the **Raiders** are providing an important service by being available for emergency art jobs and the regular art corrections that constantly need to be made. For these young artists, Marvel is providing an invaluable experience and education: an on-the-job training program under one of the most seasoned and personable veterans of the comics field.

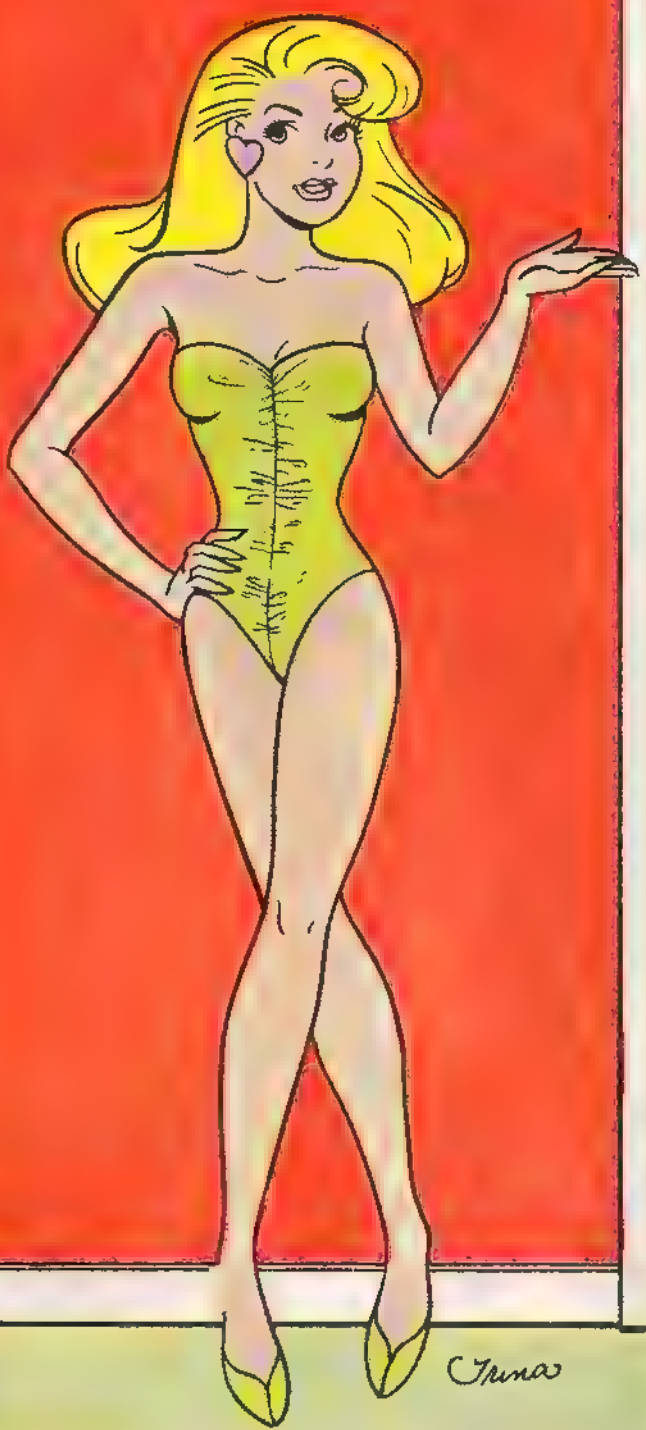
—Adam Philips

Jack is back! Drawn and inked by **Mark McKenna**

A night out with the **X-Men** penciled by **James Fry** and inked by **Tom Morgan.**



WHAT WILL I WEAR?



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THE LAST THREE PAGES

Send your letters to **MARVEL AGE MAGAZINE**, c/o Marvel Comics Group, 387 Park Avenue South, New York, New York, 10016

The first order of business: To tell you who came up with this month's letters page title! Brickbats or bouquets are due to *Anthony Giffen* (or "Avowed Marvelite," as he subtitles himself) of York, Pennsylvania. Thanks *Anthony*—the title looks great, doesn't it?

The second order of business: To tell you that if *you* want to see a title of your own invention up there on the top of this page, well, write some up and send 'em in! We use 'em up at the rate of one a month, so we've got to keep asking for 'em.

The third order of business: Your letters!

Dear **MARVEL AGE MAGAZINE,**

Your book is great! I love your **Coming Attractions, the Marvel Age Calendar** and **Hembeck's Page!** Your new **Mutant Report** feature is magnificent! But enough compliments...on to the other things I'd like to say.

1) I think I know who the new member will be for **the West Coast Avengers.** The new member will be **the Thing** (or at least I hope he will be).

2) I can't wait until **X-FACTOR** starts. Plus **the NIGHTCRAWLER** and **X-MEN/ALPHA FLIGHT Limited Series.**

3) What happened to the **S.H.I.E.L.D. Limited Series?** I was really looking forward to it.

4) I would send in my favorite story ever, but there are too many great Marvel stories. Keep up the good work, **MARVEL AGE MAGAZINE.**

Roy White
2813 S. Spruce
Oklahoma City, OK

We'll try, *Roy.* Now to respond to your comments: 1) Well, *Hawkeye* sure hopes so too. But *the Thing* looks like he has other ideas. Stay tuned and see... 2) Well, you must've seen the start of two of those series by now—and the story that'll kick off *X-FACTOR* #1 is going strong in this month's *AVENGERS* and *FANTASTIC FOUR!* 3) The *S.H.I.E.L.D. Limited Series* is still under way—*Bob Harras* has written several issues already. As soon as we know for sure when it's coming out, we'll let you know all about it. Okay? 4) We've gotten a ton of votes so far on the "What's your favorite Marvel story ever" question. People's choices have ranged from *FANTASTIC FOUR* #9, published in 1962, to *WEB OF SPIDER-MAN ANNUAL* #1, out just a few months ago. We'll have the full rundown on the results within a few months—just as soon as the votes stop pouring in, and we find time to count 'em!

Dear **MARVEL AGE MAGAZINE,**

I just had to write to tell you how much I enjoy your magazine. I only discovered it, accidentally, a couple of months ago, and I must say I love it. The only thing I regret is that I missed all the previous issues and did not know about all the news and previews I missed.

I just read #30, and read in **"The Mutant Report"** about the new **X-FACTOR** comic. I have a few ideas as to who the new member might be. Could it be **Magneto,** who after his trial in **X-MEN** #200 decides to become a (wait for it) super hero (there, I said it)? Or, could it be **Cyclops'** wife **Madeleine,** who, upon receiving her powers in the **X-MEN/ALPHA FLIGHT Limited Series** (or so you say), decides to fight alongside her husband? (Hm?)

George
London, England

Or maybe it's *the Thing.* Oops, wrong book.

To the Marvel Masters,

About your new series, **X-FACTOR.** I know who your surprise fifth member is. It's **Marvel Girl/Jean Grey/Phoenix/Dark Phoenix. Marvel Girl** is an original Marvel mutant, and she "has to be seen to be believed" because (as **Phoenix**) she's dead.

Matthew Wood
245 N. 100 St
Omaha, NE 68134

Gee, what a way to get mail! Just announce a new member in a super hero team, and then don't say who it is! We're flooded with letters guess-

Ing who's going to be in *THE WEST COAST AVENGERS* and *X-FACTOR*...and all we can say is, read the books and you'll find out. You'll find out who the *X-FACTOR* member is next week, if you pick up *THE FANTASTIC FOUR*.

Dear **MARVEL AGE**nts,

Hey, people, how are you doing? Wanna talk about mutants, no? So how about making **"The Mutant Report"** an actual magazine like **EPIC ILLUSTRATED.** It could have extra adventures of the mutants in the Marvel Universe, plus if you felt like it, you could introduce some new mutants in the process.

J. Evans
Lexington, KY

This would, of course, be in addition to *The X-MEN, X-FACTOR, THE NEW MUTANTS, THE VISION AND THE SCARLET WITCH, ALPHA FLIGHT,* various Limited Series, some *MARVEL FANFARE* stories, Graphic Novels and all the other places we do stories about Marvel's mutants, right? Tell you what. You work out a way we can get everyone here to work twice as fast and still be as good as they are now, and we'll think about it. Deal?

Dear **MARVEL AGE MAGAZINE,**

Maybe you'll know the answer to this one. In the Marvel Bullpen Bulletins, July 1967 (I just bought a copy of **FANTASTIC FOUR** #64), there was a letter printed in **"Stan's Soapbox"** from one **Mark Evanier,** offering an idea about the M.M.M.S. (Marvel's fan club during the 1960s.) Is this the same **Mark Evanier** who converts **Sergio Aragones' GROO THE WANDERER** stories into intelligible speech?

Steven De Masi
10824 Calera Rd.
Philadelphia, PA 19154

Is *that* what he does? Whatever, that *is* the same *Mark Evanier.* In the 1960s, *Mark* was a well-known letter-writer, before he became a professional writer in the early 1970s. Other former letter-writers turned pro include *Dave Cockrum, Peter B. Gillis, Ralph Macchio, Peter Sanderson, Jo Duffy* and *Doug Moench!* So scan those lettercols carefully—you may be looking at the comics creators of the 1990s!

Dear **MARVEL AGE**rs,

I have two questions for you to answer:

1) Last week I picked up **SECRET WARS II** #3. As I was reading it, I noticed that **the Beyonder**'s hair color had changed from blond to black. What's going on?

2) I would really like to know if **the Hulk** could break **Wolverine**'s claws and **Captain America**'s shield. My friends and I always argue over that, and I would like to settle this once and for all.

Mike Connolly
10405 S. Campbell
Chicago, IL 60655

1) *The Beyonder* is nearly omnipotent. If he decides not to have blond hair, he doesn't have blond hair any more. It's that simple.

2) Well, let's put it this way: No force has ever been able to break either *Wolverine*'s claws or *Cap*'s shield, and for all intents and purposes, they're indestructible. But then, *the Hulk*'s strength is th .oretically unlimited, and the angrier he gets, the stronger he gets. Can he get that angry? Nobody knows.

Dear **MARVEL AGE MAGAZINE,**

I think ending **ROM, THE DEFENDERS, POWER MAN AND IRON FIST, DAZZLER, THE MICRONAUTS** and **THE THING** is the *stupidest* thing you've ever done!! I haven't been reading your comics for long, but long enough to know that some of those are really good. I think a lot of your other readers feel the same way I do and I hope you will reconsider.

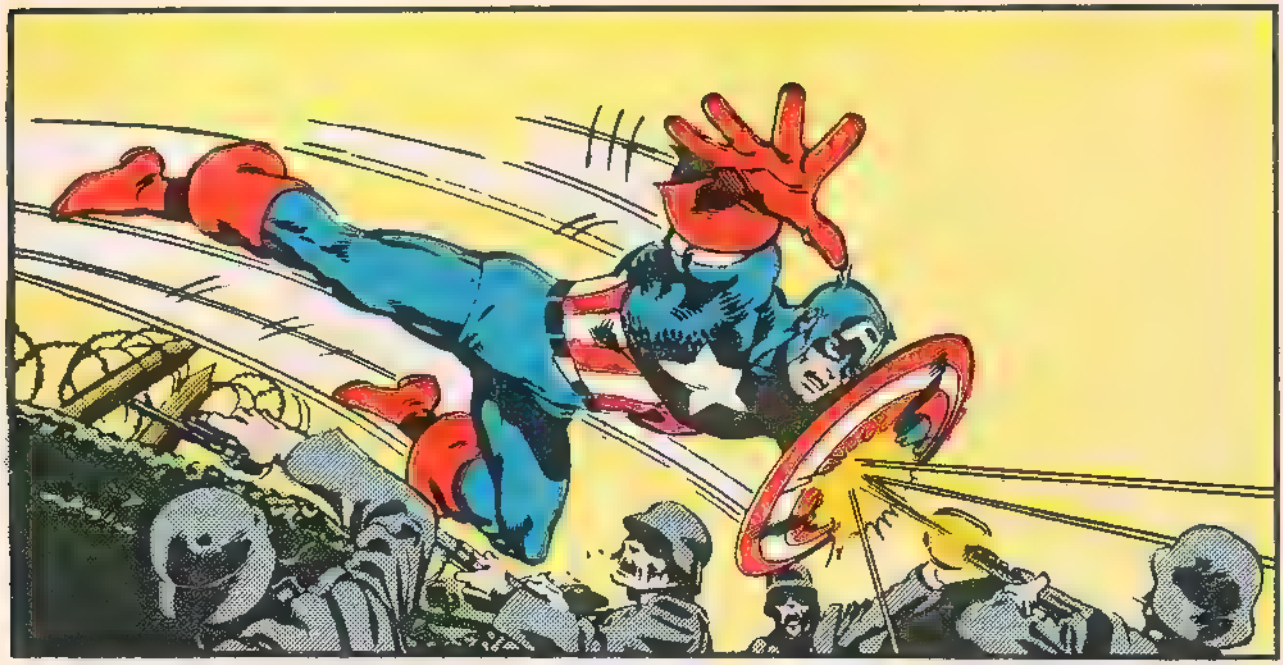
Dan Held
1406 Fox Place
West Chester, PA 19382

Dear **MARVEL AGE MAGAZINE,**

What it be? I'm mainly writing this time to say "thanks" for the cancellation of all of Marvel's worst titles, like **THE DEFENDERS, POWER MAN AND IRON FIST, THE MICRONAUTS,** etc. In one fell stroke, you have rid the Marvel Universe of its most boring heroes' titles. For this alone, you deserve vast, vast praise, but I don't want to spoil you, so I'll only give you vast praise.

Evan M. Lanctot
27 Latham Court #2
Burlington, VT 05401

***Dan,* meet *Evan,* and vice versa. Personally, we like the six series that are ending, and if we could continue 'em, we would. But there are only 24 hours in a day, and we do have a lot of new projects that we're confident will take fandom by storm—so it's not like we're just**



HERE COMES...
DAREDEVIL
1
APR.
THE MAN WITHOUT FEAR!
REMEMBER WHEN WE INTRODUCED... SPIDER-MAN
NOW WE CONTINUE THE MIGHTY MARVEL TRADITION WITH... DAREDEVIL!!
...A WORTHY COMPANION MAGAZINE TO SUCH ALL-TIME GREATS AS THE FABULOUS FANTASTIC FOUR!
IN THIS ISSUE YOU WILL MEET...
THE MOST UNUSUAL HERO OF ALL MATT MURDOCK
FUN-LOVING FOGGY NELSON
GORGEOUS KAREN PAGE
CAN YOU GUESS WHY DAREDEVIL IS DIFFERENT FROM ALL OTHER CRIME-FIGHTERS...?

killing a bunch of series and not putting out anything else!

Dear **MARVEL AGE**rs,

I want to say first that everyone at Marvel is doing a super job and nothing less. Keep it up. Second, I want you to do a favor for me. Everyone knows about the subscription chart at the end of most Marvel Comics—could you add three more titles to the list? They're **DREADSTAR AND COMPANY, SECTAURS** and **WEST COAST AVENGERS.** Please say you'll do it—I really want to subscribe.

John Waclauski
2416 Foxfield Dr.
Glenshaw, PA 15116

Well, we won't. So there. Actually, *John*, you don't *need* a subscription form to subscribe to any of our comics. On the first page, in the indicia (that block of teeny type at the bottom), it tells you what the subscription rate is for any of our comics that are available by subscription (Limited Series aren't, for instance). Just send a check or money order for the subscription amount to:

SUBSCRIPTION DEPARTMENT
Marvel Comics Group
387 Park Avenue South
New York, NY 10016

and don't forget to tell us which title it is you want to subscribe to. Simple, huh?

Dear **MARVEL AGE MAGAZINE,**

You said that **Captain America**'s shield cannot be destroyed by **Wolverine**'s claws. In X-MEN #198, page 6 panel 4, **Wolverine** remarks that his claws can cut through anything—don't I get a no-prize because they can't cut through **Cap**'s shield?

Jimmy Eglinton
Medford, NY

Dear Marvel,

I was reading **SECRET WARS II** #2 and I found a mistake. **The Beyonder** jumps out a window, and **Power Man** chases him out the window, saying "I'm heavier'n him so I should fall faster!"

This cannot be true because all objects fall to the ground at the same rate of acceleration, therefore it doesn't matter which person weighed more—they would both fall at the same speed. **Power Man** probably didn't take physics in school.

Scott Sorenson
Forked River, NJ

***Jimmy, Scott*...you may think you've caught us in a mistake, but you didn't. You see, if we do something like draw the Empire State Building in Boston, that's a mistake, because it's in Manhattan. But if *Wolverine* says his claws can cut through anything, and he's wrong—well, that's just it—he's wrong. Either he was bragging, or he thinks his claws *can* cut through anything, or he's speaking colloquially. And if *Power Man had* fallen faster than *the Beyonder*, that would have been a mistake—but he didn't (go back and look). So *Power Man* was wrong...but *Jim Shooter* (who wrote it) wasn't. So if we make a mistake (and we do) we'll admit it. But if a character says something that's not true, maybe he's just confused, or wrong, or even lying.**

Dear **MARVEL AGE MAGAZINE,**

Where was **Daredevil**'s first appearance, and did **DD** ever stop or go bi-monthly? Oh yeah...did **DD** always have two billy clubs?

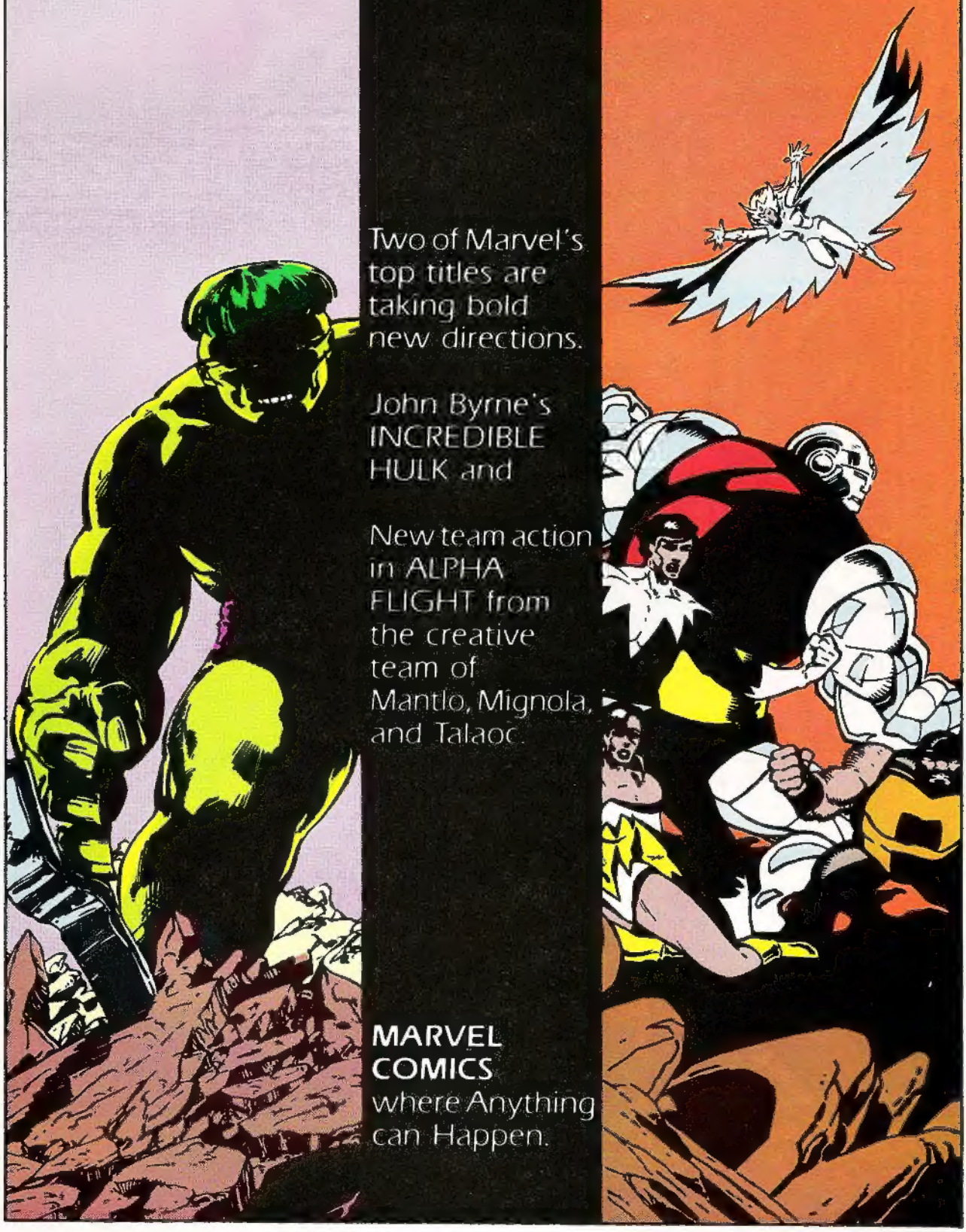
Garin Meacher
4382 Kingston
Pierrefonds Quebec
H9A-259

***Daredevil* first appeared in *DAREDEVIL* #1, back in April, 1964. The series has never been cancelled, although it did go bi-monthly a time or two. In fact, it was bi-monthly when *Frank Miller* took over as artist, and it became so popular while he was doing it that it went monthly and has been doing very well ever since. Which is as good a cue as any to mention that *Lanky Frank* will soon be taking on the writing chores on *DAREDEVIL* again—as those of you who've read this issue's *Coming Attractions* section have already noticed! And yes, *DD* has always had two billy clubs. When he started out, he had one for throwing, and one with a cable in it for swinging on (as well as some nifty devices like a tape recorder in one of 'em). A while back he got rid of the cable and just had two clubs—but occasionally he uses the one with the cable in it still. The reason he's always had two is that when he joins them together, they form *Matt Murdock*'s cane!**

That looks like the bottom of page 32 creeping up on us, so this is our cue to bring this column to a close and fade off into the sunset for another thirty days. But don't worry...we've got all kinds of stuff planned for next issue that'll make it one of the most talked about issues of *MARVEL AGE MAGAZINE* in a long time. But don't take our word for it—just be back in your local comics shop a month from when you got this, and there it'll be! Like magic!

Like magic for you, anyway. We've still got to do all the work involved between now and then. See you!

LOOK OUT!



Two of Marvel's top titles are taking bold new directions.

John Byrne's INCREDIBLE HULK and

New team action in ALPHA FLIGHT from the creative team of Mantlo, Mignola, and Talaoc.

MARVEL COMICS where Anything can Happen.

THE MARVEL AGE 1985 CALENDAR

OCTOBER

JIM SALICRUP--*WRITER*
RON ZALME--*ARTIST*
ADAM PHILIPS--*COLORIST*

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SUNDAY	MONDAY	TUESD
WARNING: DUE TO THE *SCARY* NATURE OF THIS MONTH, SOME DAYS MAY BE UNSUITABLE FOR ADULTS. CHILDISH DISCRETION IS ADVISED!		1 HAPPY BIR *DON DA* FROM ONE TO ANOT
6 HAPPY BIRTHDAY, *MIKE CARLIN!* BRING BACK CRAZY MAGAZINE, AND KA-ZAR, AND THE THING, AND...	7 HAPPY BIRTHDAY, *SALLY POMEROY!*	8 IT'S BE WEEK! WI THE SC STU
13 HAPPY BIRTHDAY, *MARGARET CLARK...* ...AND *EVE FREBERGE!*	14 *COLUMBUS DAY* WHAT IF...?	15
20 HAPPY BIRTHDAY, *SID JACOBSON!*	21 HAPPY BIRTHDAY, *TOM MORGAN!* GO AWAY, I'M BUSY!	22 HAPP BIRTH ...SCORI
27 HAPPY BIRTHDAY, *BERNI WRIGHTSON!*	28	29 WHATE KNOWS *BURNS* AT T *MANTHING'S* HA!

INDIANA JONES: TM & © 1985 Lucasfilm Ltd. (LFL) All rights reserved. Used under authorization.

	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	2	3 HERE'S A TEAM-UP WE'D LIKE TO SEE...	4 CLOAK & DIGGER! 5 BRING BACK TOWER OF SHADOWS.	
	9 HAPPY BIRTHDAY, ADAM BLAUSTEIN!	10 HAPPY BIRTHDAY LINDA GRANT!	11	12 BE SURE TO CATCH ALL OF MARVEL PRODUCTIONS' SATURDAY MORNING MADNESS!
	16 HAPPY BIRTHDAY, JOE SINNOTT AND WELCOME HOME!	17 WHAT IF ROCKET RACOON TEAMED-UP WITH MONTGOMERY MOOSE! WAIT FOR ME!	18 ...WE'D BE SUED BY JAY WARD PROD!	19 TOMORROW IS LEN KAMINSKI'S BIRTHDAY!
	23	24 IT'S UNITED NATIONS DAY, PILGRIMS!	25	26 HAPPY BIRTHDAY, LARRY LIEBER, JOHN MORELLI AND GLYNIS OLIVER!
	30 HAPPY BIRTHDAY, P. CRAIG RUSSELL!	31 HAPPY HALLOWEEN!	BRING BACK TH' MONSTERS! DRACULA LIVES! UNFAIR TO MONSTER LOCAL #6! GIVE US A GHOST OF A CHANCE!	

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